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# GAME FAN

**NEXT GENERATION**

VOLUME 1 • ISSUE 3

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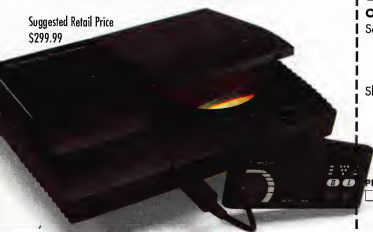
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# GAME FAN

**NEXT GENERATION VIDEO GAME MAGAZINE**



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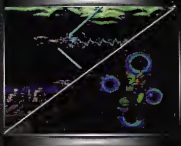
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**PAGE 79**



**All Art By:**  
**Terry**  
**Wolfinger**  
(A man who literally has skeletons in his closet)

# THE EDITORIAL ZONE



## EDITOR'S ANTHEM

This is an especially exciting month as the 1993 Winter CES approaches. As game players we may look at the CES differently than other publications, not as a business feast, but as a celebration of new games, the people who program them, and the companies who release them. After all, that's what all of this is about, isn't it? I know that's why I'm here writing this and you're there reading it, because in the long run you and I want the same thing: New and better video games with each passing year. This will be my fifth CES. At the first one I marveled at games like Sonic 1 and Alien Storm, Nintendo was still on 8 bit, and the Neo Geo and Lynx were still new systems. Now just two and a half years later I'm looking for CD games from Sega that tell a story or scale and rotate, SNES games with the SFX chip that scale huge polygons at will, Neo Geo games over 100 meg, 3DO games that mimic real life, and I'm still waiting for the amazing little Lynx to find its legs (games like Dracula and Pit Fighter are sure to help).

Now that I'm a magazine editor, one of my jobs this year will be to wade through the sea of games, merging with the best ones, so that we can play them, review them, and ultimately help you make all the right moves when you're staring at that vast wall of nicely air brushed video game cartons. Let me just tell you this, I feel lucky to play that role and take this job very seriously, so when you open up this mag every month, I can guarantee you one thing, and that's an honest review from a real game player who knows you may make your decision based on his words. And that we deliver!

*Gregory Off*



## THE GAME FAN REVIEW STAFF

<b>E. STORM</b> <b>SPECIALTY:</b> ACTION PLATFORM AND RPG'S. <b>ALSO LIKES:</b> SHOOTERS, IMPORT RPG'S, AND SIDE SCROLL ACTION. <b>DISLIKES:</b> SPORTS AND PUZZLE GAMES. <b>FAVORITE SYSTEMS:</b> GENESIS, SEGA-CD.	<b>BUD D.</b> <b>SPECIALTY:</b> SIDE SCROLL ACTION GAMES. <b>ALSO LIKES:</b> DRIVING, SHOOTING AND FIGHTING GAMES <b>DISLIKES:</b> SPORTS AND ROLL-PLAYING GAMES. <b>FAVORITE SYSTEM:</b> GENESIS	<b>AUTO</b> <b>SPECIALTY:</b> ACTION PLATFORM GAMES. <b>ALSO LIKES:</b> FIGHTING, STRATEGY, AND SIMULATIONS. <b>DISLIKES:</b> SPORTS, SHOOTERS AND DRIVING GAMES. <b>FAVORITE SYSTEM:</b> GENESIS	<b>BIG J &amp; TALKO</b> <b>SPECIALTY:</b> SPORTS GAMES. <b>ALSO LIKES:</b> ACTION, DRIVING, AND LYNX GAMES. <b>DISLIKES:</b> SHOOTERS AND RPG'S, AND SIMULATIONS. <b>FAVORITE SYSTEM:</b> SUPER NINTENDO	<b>99</b> <b>SPECIALTY:</b> SIDE SCROLL ACTION. <b>ALSO LIKES:</b> FIGHTING, SHOOTERS, AND PUZZLES. <b>DISLIKES:</b> STRATEGY AND SIMULATIONS. <b>FAVORITE SYSTEM:</b> CLASSIFIED	<b>YOSHI</b> <b>SPECIALTY:</b> FIGHTING GAMES. <b>ALSO LIKES:</b> ACTION, SHOOTERS, AND RPG'S. <b>DISLIKES:</b> EVERYTHING ELSE. <b>FAVORITE SYSTEM:</b> SUPER NINTENDO
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EDITOR IN CHIEF  
**DATE: GREGORY OFF**

ASSISTANT EDITOR  
**ANDREW COCKBURN**

CONTRIBUTING EDITORS  
**TOM STRATTON,  
 KELLY RICHARDS,  
 & MASAHITO KAGITA**

LAYOUT & PRODUCTION  
**TIM LINDLEY  
 & GEORGE WEISING**

SUBSCRIPTION MGR.  
**JULIE SEGAL**

FINANCIAL MANAGER  
**CATHY CRUZ**

PUBLIC RELATIONS  
**JAY PURTEAR**

ADVERTISING  
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Welcome to Game Fan's TOP TEN and MOST WANTED section. Here are the results based on your cards and letters.... Keep them coming, because each time you write in (see instructions below) your name will go into a monthly drawing to win one of the goodies on the bottom of the page. So make your picks and send 'em in!

## TOP TEN

- 1 Sonic 2 (GEN)
- 2 Street Fighter II (SNES)
- 3 Final Fantasy II (SNES)
- 4 Mario Kart (SNES)
- 5 World Heroes (NEO)
- 6 NHLPA Hockey (SNES)
- 7 Wonderdog (SEGA CD)
- 8 Zelda (SNES)
- 9 T.M.N.T. 4 (SNES)
- 10 Cobra Command (Sega CD)

## MOST WANTED

- 1 Sonic CD (SEGA CD)
- 2 Streets of Rage 2 (GEN)
- 3 Final Fight CD (SEGA CD)
- 4 Sunset Riders (GEN)
- 5 Phantasy Star IV (GEO)
- 6 Time Gal (SEGA CD)
- 7 Batman Returns (SEGA CD)
- 8 Dragon Warrior V (SNES)
- 9 Road Rash II (GEN)
- 10 Ziria II (SUPER CD)

First Prize: Your choice of a core **SNES, GENESIS, or LYNX!!!!!!** (Cool-ha?)

Second Prize: Your choice of Skid, Brody, Tom Slick, or The Enquirer's pick of the month.

Third Prize: A **FREE** year of Game Fan!

Congratulations to the following winners of last month's contest:

First Prize: **Michael Yap** of Costa Mesa, CA • Second Prize: **Bill Suarez** of Lothrop, CA

Third Prize: **Brad Thrun** of Winneconne, WI

If you have to do to enter the drawing is fill out the readers survey/ TOP TEN card on page 82 and include a list of your top favorite games and the 10 games you want the most then send them to:

**GAME FAN TOP TEN 18653 Ventura Blvd., Suite 640, Tarzana, CA 91356.**

Drawing is limited to One (1) entry per person per month (Now say that 3 times really **FAST?**). Hope to hear from you soon. Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

# HOCUS-POCUS

*Travel With Thy Controller In Hand To a Land Where Cheaters Prosper.*

## SONIC 2

Here's how to become

### SUPER SONIC:

First: get all the chaos emeralds then collect 50 rings and the next time sonic leaps into the air, he will transform into the wild animal Super Sonic!



## Super Monaco GP II (Mega Drive)

To make a UFO or Dinosaur appear on the screen:

You need to win a super license by qualifying 3 courses in Senna mode. Then, choose server mode again. During the Championship race and either a Dinosaur or a UFO will fly (or swim) across the screen.



## Atomic Runner (GENESIS)

Level skip:

Plug in the second controller and hold "down", C, and START at the same time, then turn on the power. Wait until the Data East logo fades out and release at the title screen. Then start the game, press START on the second controller at any time to skip levels.

## Battle Blaze (Super Famicom)

Special Option Screen: At the title screen (when it says PUSH START) press SELECT+START at the same time. This will put you in the option screen. Then (at the option screen) while holding the R button, press Up & X, Right & A, D & B, Left & Y in order. This will allow you to pick any character (including bosses), background, or music combination that you want..



## Ramna 1/2 (Super CD)

Same character vs same character: At character select screen in vs. mode, set the cursor on the same character while holding the select button and you will be able to play any character.

Visual debug mode: At the password screen set the pictures all to 1 (as shown in picture) then press "down" & "select" and the "1" button at the same time, and you will be transferred to the level select screen.



BY MORREY

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# HONESTY IS OUR ONLY EXCUSE

Well, here it is, our new expanded Viewpoint. We found two more game players as good as Skid and Brody, and signed 'em up to give you more varied outlook. Remember, these guys play games every day, all day. So you can trust Game Fan for honest reviews (all games are rated in comparison to other games on that system of the same type. It's about time somebody did it right!)



## Nintendo

Sega

Juho

Neo Geo

### SKID'S PICK

Even up against the likes of Street of Rage 2 and Road Blasters, Shinobi 2 just gets my adrenaline going. I'll play it all year!

### BRODY'S PICK

Sega had a seriously strong showing of titles, and the choice was extremely tough. After hours of play, and careful thought, Streets of Rage 2 is it!

### TOM SLICK'S PICK

With so many to choose from, one stuck in my mind as being above the rest in every way. Streets of Rage 2 is an instant classic. Good job Sega!

### THE ENQUIRER'S PICK

Being a fighting game fanatic, Streets of Rage 2 is my pick of the month. Graphics, music, and everything else make this game the uncontested winner!

## WORLD OF ILLUSION - SEGA - 8 MEG - 2 PLAYER - SEE REVIEW PG. 16 BY BUD D.



World of Illusion is sure to go down in history as one of the best cartridge games of all time, and certainly one of the best two player games ever made. World of Illusion gives you three games in one, all of which mirror the magic of Disney all the way!

Sega has recaptured that Disney magic once again with World of Illusion. What more could you ask for than Mickey and Donald together in one game? Everything from the graphics and sound to the playability and control are near perfect, and it's really three games, not for each character. Give me more like this one!

The same team that brought you the magic of Castle of Illusion and Quackshot are back with World of Illusion. Playing the game is like being at Disneyland with authentic sights and sound. The game holds 3 different adventures, and the two player interaction with Mickey and Donald is incredible. Near perfection!

World of Illusion is by far the best cartoon game I've seen on any system so far. The control is great, making you feel like you're really in the land of Mickey or Donald, and the player mood is perfect. The graphics and sound are just to the Disney cartoon, you feel like your playing a cartoon instead of a game!

## STREETS OF RAGE 2 - SEGA - 16 MEG - 2 PLAYER - SEE REVIEW PG. 18 BY E. STORM



Only Batman Returns by Konami remains to be known. Streets of Rage 2 off the top of the city scroll fighting game category. All others pale in comparison. Graphics, music, and game play, SOR2 is the best fighting game I've played so far in my illustrious career.

Sega's first 16 meg title takes side scrolling beat 'em ups to a new level. This game is intense. SOR2 is a non-stop flurry of firing fists and special moves which picks up where the original left off. Nothing was left out. There are two extra characters to choose from, plus of the Yuzo music you could ask for. Next-0!

SOR2 shows what the power of 16 meg can do in the Genesis. This long awaited sequel is the best side scroll fighter I've ever played, with huge characters, hard hitting sound effects, sharp graphics, and music only Yuzo can deliver. Two new characters join the fight for the best fighting sequel of '92.

Let me just say, SOR2 is the perfect fighting game. Everything from the original has been topped in graphics, sound, number of stages, moves, and the music is just what you need from Yuzo... Excellent. The selection of one-on-one fights is great also. This game is just good, all I want now is SOR3 on CD.

## CRUE BALL - E.A. - 4 MEG - 1-4 PLAYERS - SEE REVIEW PG. 19 BY TALKO



Uhhh... excuse me, but where's the Crue dudes? I only heard three tunes, and it wasn't exactly pumpin' metal. Other than that you've got an okay pinball game with good graphics, but not enough background and characters. The coolest part is the headbanger in the score chart. Give me an action game with him in it!

A pinball game has to have something really incredible to hold my attention. When I heard E.A. was bringing out Crue Ball, I thought cool! A little headbanger ball flippin' edition... guess again... It's an average game of pinball with not enough variety, and Crue-tunes that would have been better reserved on CD.

Maybe it's just me, but I couldn't recognize the Crue music or such pinball music in this game. With E.A.'s reputation of great sports games, pinball shouldn't be too hard. The ball movement is glitchy, and the sound effects give you a headache. Maybe this is why the Crue broke up?

Crue ball is the most awesome, most intense pinball game I have ever seen... NOT! This game is just boring, especially when you play it. Maybe they mean you're supposed to go buy the CD and play it when it's out. Maybe they mean you're supposed to go buy the CD and play it when it's out. Maybe they mean you're supposed to go buy the CD and play it when it's out.

## TURBO ESPRIT CHALLENGE - E.A. - 8 MEG - 2 PLAYERS - SEE REVIEW PG. 19 BY TALKO



After playing Road Rash II, it's hard to review a driving game. While not bad at all, it just doesn't carry close to E.A.'s top of racers, but it's pretty smooth and has some nice fog effects. Definitely an above average driver.

E.A. has done an adequate job with Turbo Esprit. The split screen two player competition is nice as are some of the graphic effects, such as a smooth scrolling and the fog and snow levels. But as a whole, there isn't much to it. If you're going to pick one driving game this year, go for Road Rash II.

Another E.A. game that fails to match others of its kind. Three frames of animation are all you can see of the feel of handling a light car. The smooth screen that you drive doesn't make a friend, but if you can't make the checkpoint, you have to wait for the other player to finish. Well for Road Rash to this?

Turbo Esprit is an incredible racing game involving the best racing game like Road Mobile and Virtual Racing. NOT! But seriously, this is a good racing game with a very good player mode and lots of stages. As good as RAZ but it's still a fun.

## REVENGE OF SHINOBI 2 - SEGA - 8 MEG - 1 PLAYER - SEE REVIEW PG. 20 BY E. STORM



The music is back. The new Shinobi is a real pleasure to play. If you can bring it all with great new backgrounds and bosses, and a whole new set of moves. The graphics push the limit of the system at the way. The attention to detail is amazing, and the game plays like a dream. Shinobi's back!

This seems to be Sega's reason for sequels that can do their originals, and Shinobi 2 is no exception. This game has all of the playability of the original, plus a cool set of new moves. The graphics are sharp and detailed, and the anime is flawless. This game must be played, oh yes it must!

'Tis the reason for Sega sequels. Too bad your reason for have to wait for the new Revenge of Shinobi 2 has everything the original had with new moves including a nifty splitting sword attack, crisp graphics, nice scroll and awesome animation. Instant classic.

Here's a game that blows away the competition in every way. The sequel to one of the best games ever, amazing, with better graphics that will truly amaze you to music that almost rivals Yuzo's, and the control is great. If action games are your thing, Shinobi is the best of the best on Sega.

## SEWER SHARK - SEGA - CD - 1 PLAYER - SEE REVIEW PG. 22 BY E. STORM



Sewer Shark has great full motion video and a great on screen narrated story. It's an impressive and fun game on a great new format. As a full motion shooter, it doesn't quite reach the intensity of Command, but for a well rounded game that yells back at you, it's the best. Great ending too. (Cartidge music??)

It's on the cutting edge once again. Sewer Shark is impressive, especially with this being one of the first full motion games on the system. Interaction is exceptional, as you're constantly being told where to turn while blasting mutated sewer vermin, and the full motion video is smooth. Bad music, why not CD?

Although full motion video has been used before, if you've never seen a non-stop like Sewer Shark. This game has the potential of being a great game with clear video, and lots of interaction. As a shooter, he game isn't that impressive because nothing shots at you. As a movie game, it's got to be the best in fun and playability.

Sewer Shark is on the leading edge of full motion technology. My only complaint is once I beat my first stage, I wanted to go back to the beginning again, because trying so many times to solve it, I had gotten my fill. Sewer Shark. As an interactive motion game, SE is impressive, falls short as a shooter.

## BLACK HOLE ASSAULT - BIGNET - SEGA CD - 1-10 PLAYERS - SEE REVIEW PG. 23 BY E. STORM



As one of the few people who liked Heavy Nova (on CD that is), you pretty much know I'm going to like Black Hole Assault. (I really like it.) Although similar in mechanics (think the likes of SE, the character art and awesome backgrounds make it a great game. The only drawbacks are the intermissions ... stiff and corny.

After Henry Nova, I was a little skeptical of how Black Hole Assault would turn out, but I believe that Bignet has ironed out the problems and released a much better game. Responsive control, better options, faster game play, long intermissions between levels, plus great music add up to a great game for your CD-ROM!

The sequel to the slow and uncontrollable Heavy Nova, BHA, is everything the first one wasn't. The C.A.M.'s are fast, responsive, and control perfectly. The music is dramatic with nice planetary backgrounds. Take away the music and intermissions and you're left with a cartridge game.

BHA for the Sega CD is such an improvement over Heavy Nova, now with more color, better music, better control, and no more boring side-scrolling action scenes. It's just one-on-one lighting the way it should have been in the first place. For one-on-one Robot fighting, it fits the bill!

## NIGHT TRAP - SEGA - 1 PLAYER - SEE REVIEW PG. 26 BY AUTO



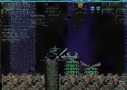
With the new CD format comes full motion video games. Night Trap is the first, more will come. I think a lot of people will enjoy these games, but personally, I either watch TV or play a game, the combination of the two borers me. I think I'll skip it, but I like this game, but I'll pass. Nice full motion though.

If I want to watch a movie, I'll go to Blockbuster. Although what it does it does well, there's just not much to it in terms of game play. The plus is that it has near TV quality full motion video. The minus is that it's just plain boring.

Dana Pinto as a leading role should already put you ... bored. Movies are meant to be watched, and my idea of game play isn't moving a cursor back and forth. The interaction is a real idea, too bad it just gets boring with this game.

I thought this game would be fun, and personally, I think Night Trap has incredible full motion video, but without a "save" feature, this game gets really repetitive. You have to memorize the whole game as you play, each time to get anywhere. It's fun to watch but not to play.

## CHAKAN - SEGA - 1 PLAYER - 8 MEG - SEE REVIEW PG. 25 BY E. STORM



Please do not judge this game until you get to the elemental stages. It other Mag's bag on Chakan, it's because they couldn't get it more. Although everyone at first, Chakan gets awesome as you progress, and has the surprise ending I've been waiting for. Can't wait for the CD sequel.

Chakan has to have one of the coolest story lines ever, and is completely unique in every way. It seems as if someone is trying to make new and interesting games that break away from the norm, and they have succeeded. Chakan is long and challenging, and I like the evil graphics. Music could have been better.

Sega has another first in video game history. A game where the point is to die, and believe me, it's not as easy as it sounds. Fighting through 12 terrestrial levels, and 12 elemental levels, the game has a lot to offer. The graphics are a little grainy, but definitely give you a morbid feel. Music needs help though.

Chakan has a very redeeming quality not found in many other Sega games, the fact that once you think you've beaten it, they have a whole new set of even better levels to explore. The music is not great, but the story and game play make it really stand out. All I want now is the CD version.

## ROAD BLASTERS - RENOVATION - 1 PLAYER - SEGA CD - SEE REVIEW PG. 26 BY E. STORM



I wish I could really drive like that, I haven't had so much fun in a car since I took my Dad's back in high school. It's a wild motion ride and it's legal! Even though I got through it quickly, I play every day ... stunning!

I've said it once and I'll say it again: These are my type of games. I loved Time Gal and Thunderstorm, and Road Blasters is the best action even more interaction. This is a non-stop roller coaster ride that keeps you on the edge of your seat, and the animation and graphics are awesome. Renovation/Wolfeitme ... incredible!

Just like real life, you get to run rival cars off the road against downtown cities, drive up the stairs of a hotel lobby, and get chased by a field cropper with no cops for miles. This game defines action with non-stop action of the vehicle, bright colors, smooth animation, and almost full screen full motion. Masterful!

I thought Cobra Command was good, but Road Blasters blows it away. The full motion is the best I've seen. What I liked about Road Blasters was the adrenaline rush I got from playing. Too bad this is Renovation/Wolfeitme's last CD translation, I would really love a sequel.

## NOBUNAGA - COMPIL - MEGA CD - 1 PLAYER - SEE REVIEW PG. 28 BY E. STORM



Compile does it again. This game HAS to come out on Sega CD. The power of the CD comes through with hardware scaling, great sound effects, a kickin' soundtrack, and whoa is it long! Nobunaga is one of the best shooters in the year, and guess what? The sequel is already in the works. What a first offer.

Pump up the volume and strap yourself in 'cause this shooter gives you the ride of your life. Nobunaga is non-stop excitement and one of the best shooters of the year. What a way to follow up Mushi Alliance, and Mega CD's that makes use of the Mega CD's scaling abilities. Great game.

Turn up the music and get your trigger finger ready. This fast action shooter doesn't let you breath for a minute, with non-stop bullet dodging, no flicker or slow-down, with hardware scaling, and awesome animation. One of the year's top shooters.

Nobunaga & His Ninja Force is everything I expected from the Mega CD. The graphics are 2D all the way from awesome animation to some of the best Techno music I've ever heard. Also, no slow down can be found here even with a whole screen full of objects. This game is just a taste of what to expect from Compile in '93.

## LAND STALKER - SEGA/CLIMAX - 16 MEG - 1 PLAYER - SEE REVIEW PG. 28 BY E. STORM



Climax brings the best action and role playing together, creating the perfect action/RPG. You remain glued to this game from the moment you turn it on. Comparing it to other action/RPGs on cartridge, I have to give it a perfect 100%. I don't think anything on cartridge will ever come close.

The perfect action/RPG has been made. Landstalker is a 16 meg masterpiece filled with hours of mind bending labyrinth and sword slatching action. The masters of Climax have out done themselves and surpassed even the mighty Zelda. I can't imagine a cartridge going further than this!

Climax gets a standing ovation for this playable masterpiece. This 16 meg heavy weight boggles your brain with complex dungeons, vast lands, and mind boggling beautiful graphics-yugged sound effects, and attention to animation. Don't just read about it, experience the adventure for yourself.

Climax really shows what the Mega Drive can do with 16 meg. First off, Landstalker is the best action/RPG game since Y's 1&2. The graphics are 2D all the way, along with the best story since Final Fantasy 2. The music is also superb. I never thought an action/RPG could be done so well, but Climax proves it.

## UPPER LEAGUE CD - SEGA JAPAN - MEGA CD - 2 PLAYER - SEE REVIEW PG. 32 BY TALKO



Someone get me a pillow, I think I'm going to sleep. Besides the scaling intro, nothing here says CD. I mean it's a good game of baseball, but this is CD! I want scaling man! I think I'll go take the leaves, maybe something exciting will happen.

True baseball fans will probably like Super League CD, it does have some redeeming features like playable states and an array of stadiums to choose from, but now that the Mega CD has been out for a year in Japan, how 'bout some scaling or voice? Could have been done on cartridge.

Finally a sports game on CD. Too bad it could have been done on cartridge. Little scaling and variety any voice. Luckily the game play is good enough to keep you interested. Sports fans will like the progressive stats and variety of stadiums to choose from. It would've made an average cart, but talks short on CD.

I've played way too many baseball games and I think that this is CD. It would have been really impress me to hold my interest. Unfortunately, the CD hardware is hardly used. After a year dry spell, I think Sega of Japan could've done a lot better. Maybe Sega of America will have a lot of spare time on their hands.

## WHIRLO - NAMCO JAPAN - 8 MEG - 1 PLAYER - SEE REVIEW PG. 36 BY AUTO



Namco decided not to bring Whirlo out in the U.S. Namco is a smart company. It's not that Whirlo is such a bad game, it's that there's a few American gamers would ever accept a little green booger man as the lead in an action game. Not only that, it's way too hard to control. If you like obscure games, check it out.

Whirlo is a good attempt at mixing action platform and role playing in one game, but tends to be too difficult. Which is a shame for the lead player. Plus the fact is, the character's a green jelly blob, and is way goofy. Its good points are: Colorful graphics, likeable music, and a password feature. An average game from Japan.

Whirlo is about as fun as a root canal. In fact, the donut sounds better. In an attempt to be unique, Namco's imagination went a little overboard and they made a bizarre little green jelly demon with equally bizarre controls. The game has a lot of variety, but drags on a bit too long for me, but I'm sure some will like it.

A year ago I probably would have liked this game, but with today's standards of video games, this game is not worth playing over some of the more well known games out for the SNES. Whirlo is a game for people who have run out of games to play and have a lot of spare time on their hands.

## CONGO'S CAPER - DATA EAST - 4 MEG - 1 PLAYER - SEE REVIEW PG. 37 BY K. LEE



Congo's Caper is a great game. The lead character is awesome, and the layout of the levels is great. The difficulty is just right, and the graphics are excellent. I can't believe it's only 4 meg. Great programming!

Usually, these types of action platform games are just clones of others in the same genre. Congo's Caper isn't, however. Besides looking similar to Data East's earlier entry, Joe & Mac, this game is totally new and unique. Your character has a wide assortment of moves & the graphics are bright and colorful. Great game!

At first I thought, "Joe & Mac". Wrong! This game has bright, crisp graphics with awesome character control. Not side scrolling action game (like) from the norm, and delivers a game of fun not found in other types of this kind.

Congo's Caper is a straight "Mario" style action platform game. The character reminds me of Joe & Mac, but he's faster and more animated. The stages are well designed, and one of the best is full screen, and the music has a real pulsating feel. For a 4 megger, Congo's is a surprisingly good game.

Who needs Saturday morning cartoons, when you can pop in a cartridge and play one complete with all the sight gags. This game is tilted with some of the best graphics and multi-layered acrofta, plus all the sound effects you would expect sampled right from the 'toons. Difficult control is my only complaint.

DVR has amazing graphics and sound. It captures the feel of the cartoon, but there's bad news also. DV is too repetitious. It makes you want to incinerate the cartridge because after you spend big chunka of your life in a maze with no (apparent) exit you would consider turning into pyro also.

FP2000 is worth a look, especially if you're a hard core shooter fan. This game rates high, as the attention to detail and graphics are amazing even rivaling the Neo Geo. There is a cool two player option where you can choose a jeep or a chopper. The only drawback is the difficulty. Still it's a good edition to any SNES library.

FP2000 is an overhead shooting game that's a fan's delight. Graphics and sound are excellent, giving any system a run for its money. The ability to choose a chopper and a jeep is cool; however, pray to the power up gods because you better be super busy when the bosses come around. Hard but good.

## A photograph of a tropical beach scene. In the foreground, there are several palm trees and other tropical vegetation. A person is visible in the lower right corner, standing near the water's edge. The background shows a calm sea and a clear sky. The image is somewhat blurry and has a vintage feel.

Didn't IREM realize half way through that they were wasting their time? Somehow they managed to pack all the flicker, slow down, and dinky music a four meg cart could handle. It's like I'm playing a THQ game. Nice try.

After seeing this game for about a year in all the Mag's, I thought it would be good, but for me Gunlord tells short in every category. I was surprised, because IREM games are usually pretty decent. Something must have gone terribly wrong with this one, though. What happened?

## A screenshot from the video game 'The Legend of Zelda: The Wind Waker'. The scene is set on a small boat in a body of water. The entire image has a green color cast. In the top left corner, there is a HUD showing 'Link - 100%' and '100%'. In the top right corner, there is a small map and the text 'The Legend of Zelda: The Wind Waker'. At the bottom left, there is a small icon of Link and the text 'Link - 100%'. At the bottom right, there is the text 'The Legend of Zelda: The Wind Waker'.

Here's a game Gundam fans will appreciate. Although control takes a little getting used to, Battle Soccer plays a good game of soccer, and it's a crack up to watch little Ultramen run around the field. The graphics are sharp, colorful, and well detailed, plus it's got the signature Banpresto music. Check it out!

Here's another Banpresto SD game. Battle Svc has great graphics and incredible detail on the characters. The play mechanics are adequate and the two player action makes the game average. A little bit too slow to me, but none the less, an addition S collectors will love.

Oh no, another Super Scope game. I keep this up much longer I'll be permanently out of focus. Battle Clash is graphically a good game. There's plenty of color, and the enemies are huge. But, there's not much in the way of challenge, and it's extremely repetitive. It's back to the close to you, Mr. Super Scope.

The Super Scope has been dead dry, and Battle Clash is not the answer. First off, the graphics and sound are average, and the game doesn't take advantage of the Super Scope very well. The big bosses don't make up for the poor game play. It's a shame that I haven't been able to justify the cost of buying the Super Scope yet.



Q\*Bert is really well done and the programmers have refurbished it to the nineties using 16 bit technology. Graphically, this game is near perfect. All the backgrounds are in Mode 7 and do something cool, plus the music fits the game to a "T". Even the control is easy to learn!

Wow, the SNES really shows what 1 years can do to a game. The new backgrounds and color are a big improvement, and the control and testing power is excellent. A definite must for all Q\*Bert freaks.

Nintendo doesn't release their own games that often, but when they do they're destined to become instant classics. This is the case with *Mario Kart*. It's two player F-Zero meets Marioland, and the competition is fierce, plus you get the options of different speed settings and a one-on-one battle mode. It's a must had!

Mario Kart for the Super NES is the best driving game to date. Even though it's out doing F-Zero, I really like the characters to choose from, and there are so many different options that no matter how many times you play, it never gets repetitive, and of course the Mode 7 is excellent. Mario Kart is another Nintendo great.

Mickey's Magical Quest has Capcom written all over it. The game itself is a little too short, but it's packed with so much quality you'll hardly notice. With colorful graphics set to mood-setting music, *Magical Quest* is an exceptional game and another fine action title from the programmers at Capcom.

Capcom does it again, this time with Mickey's Magical Quest. I really enjoyed this one. The color, graphics, music, and control are all perfect, and the Mode 7 effects are dazzling, so if you're looking for a good game of Mickey, Capcom delivers.

**Bulls vs. Blazers** is basically a revision of E.A.'s earlier basketball titles with some new features. Not being a major sports-type guy, I couldn't really get into this game. But I'm sure sports fanatics will enjoy another great E.A. sports game. Good stuff for the SNES.

This upgraded version of E.A.'s basketball wonder, Bulls vs. Blazers should quickly become one of the best sports games for the SNES. E.A. is known for their great playing sports games, and this is one of them. It holds my interest and play really good. Who says white men can't jump?

# ALL STARS - ACCLAIM - 8-MEG - 2-PLAYER - SEE REVIEW PG. 46 BY TALKO



Graphically, I haven't seen a better basketball game... I really liked the perspective too. Even though I'm not into sports games, I had a lot of fun with this one. Definitely the best basketball game on this system. (Nice reflections.)

Here's your chance to play one-on-one as any of your favorite NBA All Stars. This game has a combination of great control and sharp graphics, plus you get the extra options of Horse and Free Throw, and it's simple and easy to learn. In my opinion, the best basketball for the SNES.

Another basketball game for the SNES. This one lets you pick your favorite All Stars to play one-on-one half court game. The graphics are very detailed right down to the reflection on the polished court floors. Control and sound effects give the game a true feel of basketball.

Basketball games have come a long way since those 8-bit baby. Acclaim delivers the best game yet with NBA All Stars. All the pros are here along with some of the best graphics on the SNES. The reflection in the floor is totally cool! Basketball has never been so great.

# THE ICE - TAITO - 4-MEG - 4-PLAYER - SEE REVIEW PG. 49 BY E. STORM



Part hockey and part fighting. Hit the ice islands as one of the best arcade games for the Turbo. It's especially fun with 2 players, the graphics and sound effects are great for a Hi-Card, and it had a lot of fun with the one. Isn't that what it's all about, isn't it?

Hit the ice in an arcade translation which duplicates the look and feel of the coin-op very well for a Hi-Card. The game works well and has exceptional graphics. While not a true sports simulation, HTI is more of a slalom test with great humorous violence. Definitely worth getting.

With so few sports Hi-Cards coming out these days, I'm glad that when they do, they're this good. Combining sports with fighting is totally hilarious in this game. A friend and I found ourselves playing for hours, which barely ever happens with a Turbo game. I'd guess I'll have to say HTI the ice is good stuff.

Hit the ice delivers great fight scenes, great music and sound effects, and excellent game play, and you can play with up to 4 players simultaneously. This alone makes it worth owning. The game shouldn't be missed. Recommended for all Turbo players.

# BONANZA BROTHERS - HUDSON - SUPER CD - 2-PLAYER - SEE REVIEW PG. 51 BY YOSHI



Bonanza Brothers is a near perfect translation from the coin-op, and is a great 2-player game with great graphics, excellent playability, and cool bonus rounds. It's a humorous, addictive game. More games are needed like this on Super CD. Good stuff.

Bonanza Brothers on Super CD comes much closer to the arcade version than the Genesis one did, with all the levels and bonus rounds. This game has really colorful graphics and funny sound effects, and it's two player single player. You'll have fun all the way through it. Great game.

I was slightly disappointed with the Genesis version of this game. It was fun, but wasn't close enough to the quarter cruncher. This new version on CD is almost identical, packing in all the fun I expect from Bonanza Brothers. This is the most fun you'll ever have stealing. Good job NEC!

I really like the Genesis and arcade versions of Bonanza Brothers, and the Super CD version is a step better. The graphics are lively, done, and it has cool fuzzy theme. The two player feature is great. Now all I want is the NEC version of Strider on Super CD!

# SPRIGGAN 2 - COMPIL - SUPER CD - 1-PLAYER - SEE REVIEW PG. 52 BY BLINKY



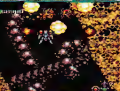
In my opinion, Spriggan 2 is the best PC-CD shooter to date. With a great story that unfolds as you play, and amazing graphics for this system. It's also long and challenging with great bosses and a wide assortment of weapons. A winner all the way.

As a big fan of Compile shooters, I anxiously awaited this one, as they haven't been a really good shooter for Super CD in a long time, even though they have so many shooters. This game has everything I look for in a great shooter, and stands out as one of the best shooters on the system. You can't go wrong with Compile.

If you own a Super CD, and you haven't owned a lot of Compile shooters, Spriggan 2, you don't know what you're missing. Even though I liked part 1 better, this version is completely different (being a side scroller), and held my interest and challenged me the whole way through. Good graphics, good music.

As you probably know by now, just about everybody had a Game Fan agree. Compile makes some of the best shooters in the business (we reviewed 3 of them in this issue), and Spriggan 2 is my 2nd favorite after Nobuniga. In the Compile tradition, the graphics, story and music are all great. Don't miss it.

# SPRIGGAN 1 - COMPIL - PC-CD - 1-PLAYER - SEE REVIEW PG. 55 BY YOSHI



Spriggan 1 was one of the best shooters for the original CD-ROM format back in 1990. However, after playing part 2 and seeing Cotton and the new Darius on Super CD, I now find it just to be above average.

Compile takes their shooters seriously, and Spriggan is a serious shooter. At the time of release it was a superb title. It still holds its own even in this day of Super CD's. As far as overhead shooters go on the PC Engine CD, this one had to be the best.

The people who brought you M.U.S.H.A. have done it again with Spriggan. Part 1, loaded with colors, large sprites and fast action. The game has no slow down, and as with all Compile's shooters, employs a great story line, animation sequences, and good music. Better than the Super CD sequel.

Spriggan 1 was a good game a year ago with no graphics and good music. With so many shooters available for the PC Engine CD, this game is not much more than an average shooter now that we are in 92 surrounded by the likes of Thunderforce II and Nobuniga. If you didn't ever get it, why now?

# GAIN GROUND - NEC - SUPER CD - 2-PLAYER - SEE REVIEW PG. 55 BY E. STORM



Gain Ground for the Super CD by NEC is a unique overhead action game. I had high hopes for this game as it was extremely addictive on the Genesis, but I was a bit let down by this version. It was too easy and was missing the best level, hope that the version I reviewed is early enough to be improved.

Gain Ground, although well done on the Sega, fell far short of my expectations for this potentially superior format, with mazing levels, and plenty of slow action to keep me drowsy all day.

I wasn't a big fan of the original Gain Ground because the characters were so small, and the game seemed to move slowly. However, with the transition to CD come bigger characters and a faster game. Due to these new additions, Gain Ground is more playable and comes across as a average action shooter.

Gain Ground on the Super CD totally met my expectations, delivering CD music and bigger characters not found in the Genesis version. One thing though, Gain Ground, being CD, did not deliver all the level found in the arcade version. Overall, Gain Ground on Super CD held my interest.

# HA MISSION 2 - ALPHA DENSHI - 47-MEG - 2-PLAYER - SEE REVIEW PG. 58 BY D. HUNTER



If you're a new Neo Geo owner, this is one of the old games you should get. Everything in Ha Mission 2 is new and the graphics are high Neo Geo quality (Alpha did it), and you want sound, this one's got an intense soundtrack. If you've got an appetite for another shooter, this one's got your name on it.

Alpha Mission 2 for me stands out as the Shooter and best one to the new arrival, Viewpoint, on the Neo Geo. It features the best graphics and incredibly huge and detailed bosses even seen in an overhead shooter on any system, and even most arcade games. The music and control are, of course, flawless... it's Neo Geo!

I like shooters, therefore I love Alpha Mission 2. Only the Neo Geo can give me the incredible detail in every aspect of the game that I enjoy. You simply can't compare a Neo Geo shooter to other systems', only other shooters on the Geo. It's not as good as Viewpoint, but better than Last Resort, a definite must! Find it!

Alpha Mission 2 by Alpha Denshi is a real man's shooting game only Neo Geo could handle. It's an intense and with the heavy hit response, big number of levels, music and bosses, I nearly lost a puzzle. The graphics are totally quality, more than I say? It's a little bit, but it's a lot of life left. If you haven't got it, get it.

# SNK GUN - 2 - SNK - 74-MEG - 2-PLAYER - SEE REVIEW PG. 59 BY K. LEE



SNK took a great game and made it better... a very better. The attention to detail in the graphics and the graphics and music are the best I've seen in this kind of game. They've also changed it enough to make it an original that stands on its own. If you liked the original, you'll love this one.

Here it is... another fighting game on the Neo Geo. When will it end? Although graphically incredible, you'll beat it the first hour you have it and quickly look for a place to rent Neo Geo games. If these guys ever get an original idea, I'll be waiting. Not to bag profusely but I really need a driving game or RPG.

In part one, the journey was long, and tedious. Sengoku 2 doesn't deliver that same type of feel. Although the game has sharper graphics, more detail to character animation, and more moves, it's just too short. Games this big and expensive should last a lot longer.

After playing part one, I didn't think SNK would be able to do it again, but Sengoku 2 surpasses the original. Only the similarity in game play is the same, but the graphics, the graphics and the music are a whole new improvement, making this sequel a potential hit both in the arcades and home.

# BLUES JOURNEY - ALPHA DENSHI - 46-MEG - 2-PLAYER - SEE REVIEW PG. 60 BY E. STORM



Thanks to me, this game finally made it in. Blues Journey never got the recognition it deserved as one of the best action platform games ever on a home system. The graphics and colors will blow you away and the game play is fun and unique. I'd like to see more games like this on the Geo. Enough with the fighters!

From huge, colorful backgrounds, magical music, incredible playability, and unique game play, Blues Journey is to the Neo Geo what Sonic is to the Genesis. If more games like this were released, more people would buy Neo Geo's.

When I first played Blues Journey I was surprised to see this type of game on a Neo Geo. But the only action platform game that exists on the Neo Geo, and has the quality I expect from Alpha Denshi. The characters are well drawn and fun to control, and even has a few surprises. If you have a Neo Geo, this is your 1st try!

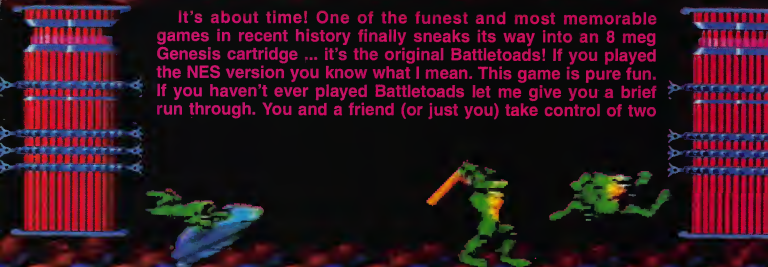
Wow, 47 megs to do an action game! When I heard that I found my dream had come true. And they still have it. It's a little more than a little longer, it would be the perfect action platform game, but as it is, with all its color and splendor, Blues Journey is incredible.

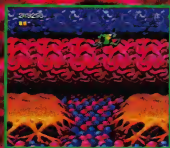
# SEGA SECTOR



TRADEWES  
ACTION  
2 PLAYER  
8 MEG  
AVAIL FEB

It's about time! One of the funest and most memorable games in recent history finally sneaks its way into an 8 meg Genesis cartridge ... it's the original Battletoads! If you played the NES version you know what I mean. This game is pure fun. If you haven't ever played Battletoads let me give you a brief run through. You and a friend (or just you) take control of two





crazy toads, Pimple and Rash, on a mission to rescue your best friend Zits and the best looking girl in the galaxy. They've been kidnapped by the Dark Queen! Along the way you'll fight a gnarly cast of the Queen's army like Psycho Pigs, the Mutant Rat Pack, Robo Manus, and Saturn Toad Traps. And guess how you'll get there? Try Jet Turbos, Space Boards, and Speed Bikes. The Genesis version will feature all the



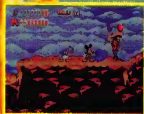
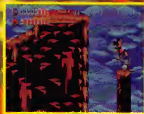
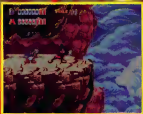
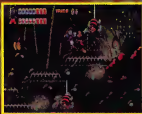
fun and great control of the 8 bit original (it's a carbon copy, I'm happy to say), except with great 16 bit graphics by the original programmers at Rare. (These guys are good!) So get your big bad boots, your nuclear knuckles, and get ready to do the Battletoad Butt! This is just a preview grabbed off of video (that's why it may look a bit fuzzy). Get ready for a rad spread next month!



# World of Illusion



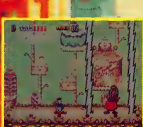
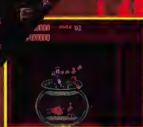
SEGA  
ACTION  
2 PLAYER  
8 MEG  
AVAIL NOV



From the makers of Castle of Illusion and Quackshot comes their third masterpiece, World of Illusion. This time Mickey and Donald join together in a two player co-op game where, depending on if you choose one or two players or if you pick Mickey or Donald, you get a different game complete with different endings.

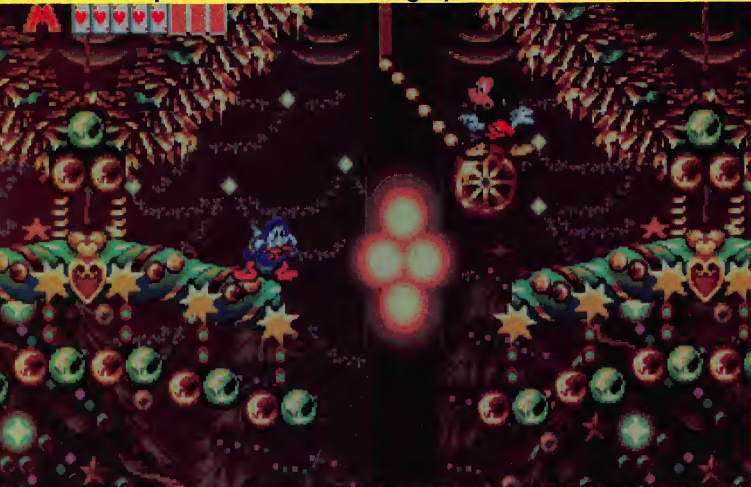
This is Sega at its finest! The graphics and animation go beyond my highest expectations and you'll be amazed at how these characters interact and what they do. Donald gets himself stuck in situations where Mickey must rescue him, such as being too big around the waist to fit through a log, so that Mickey has to yank him out with a pop and send him flying. Other times Mickey will find himself stuck at the bottom of a tree and the only way to rescue him is by lowering a rope and hoisting him up. Each level is a graphic work of art as well, looking like it's straight from a Disney movie and all the familiar characters are here too. Your only weapon is a magic cape which Mickey and

Donald use to magically render evil enemies harmless. With all these options, hidden rooms and secret levels, plus so much more not mentioned in this article, World of Illusion comes highly recommended. Games like this come once every so often and should end up in every Genesis owner's library. Check it out!





A small example of the incredible graphics in World of Illusion



# STREETS OF RAGE 2

SEGA  
ACTION/FIGHTING  
2 PLAYER  
16 MEG  
AVAIL. NOW



If you've read our Golden Megawards, you'll notice that Streets of Rage 2 received some of the highest awards. Sega has taken a 16 meg cartridge and filled it to capacity with a sequel that will be tough to equal.

All the elements of this game were crafted in the style of a fine sculpture. Sega started out with a plain block of side scroll fighting game and carved out a thing of beauty starting with the music, for which they insightfully commissioned the master, Yuzo Koshiro. As usual, Yuzo knows exactly what music best fits the mood of the level, and it sends tingles up the spine, when combined with the game play. They've added more characters and moves, and took further advantage of the extra 8 megs by making an even longer game than the original. They then rounded up their best artists to add stunning visual effects, graphics, and color combinations. And, most importantly, they've made sure the game is great fun to play.

I sincerely feel that the masters who created this game could have made any game this good, but they chose an already popular game to bestow their graceful artistry upon. Thanks go out to Sega for doing justice to SOF2. Keep it up and no one will touch Sega for a long time to come.





# TURBO CHALLENGE



EA  
DRIVING  
2 PLAYER  
8 MEG  
AVAIL NOW



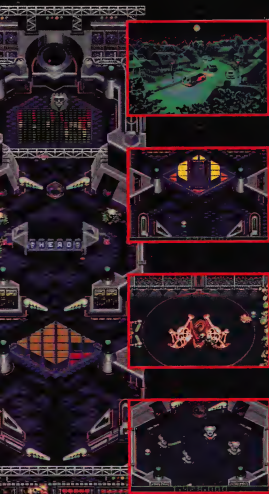
Hot on the heels of Road Rash II, EA hits the interstate with Lotus Turbo Challenge. Get ready for speed, speed and more speed! The game was programmed by the same developers that did Top Gear for the SNES and it is almost as good as that title.

The game does a good job of depicting movement in the roadside objects and traffic, and it has rain, fog, lightning and snow to make this time trial more difficult. Combine that with split-screen 2 player, massive hills and tunnels, and you have one intense driving experience.



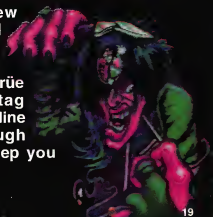
## GENESIS REVIEW

EA  
PINBALL  
4 PLAYER  
4 MEG  
AVAIL NOW



# CRÜE BALL

Electronic Arts' first entry into the Pinball game category, Crüe Ball features a 4 player mode (taking turns), 3 Motlië Crüe tunes courtesy the Sega sound chip, and a 3 screen (shown at left) metallic play field. The ball control in Crüe Ball is only so-so, but over all the game plays pretty well. There's a lot to do and a lot to shoot at, however the play field only changes slightly between rounds. There are also the usual bonus rounds and a nice intro. Between stages you get to view Alister Fiend (a really cool metal head from the Crüe) hangin' in his easy chair. This for me was the highlight of the game. Even with Crüe Ball's few flaws, its low price tag makes it a worthy addition to your line up of Sega games. There's enough uniqueness about Crüe Ball to keep you playing for hours.



# The Revenge of SHINOBI II

SEGA  
ACTION  
1 PLAYER  
8 MEG  
1st QTR. '93



If you're like me, Shadow Dancer just didn't measure up to Shinobi. That magic of the original just wasn't there. Enter the true Shinobi 2, brought to you by the original makers. The true sequel has arrived. Not just as good as 1 ... but better. The new Shinobi now grapples, does a running slash, and when he gets hit, he falls back Street Fighter 2 style. From beginning to end Shinobi 2 plays perfect, with great music, colorful vertical and horizontal scrolling backgrounds, and perfect play mechanics, similar, and even better than part 1. In level one you fight through flooded caverns and hidden caves loaded with enemy ninjas. Level two is a heavily guarded military base, and in level three, things really get gooey. Here's where you'll find my pick for boss of the year. After playing Shinobi 1, and then Shadow Dancer, I didn't think Sega would ever be able to repeat the incredible original, but it seems they've rounded up the original programmers to do it again.



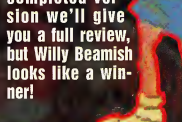
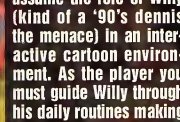
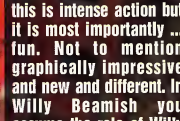
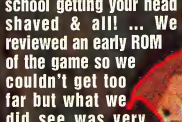
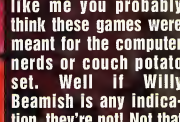
**SIERRA  
INTERACTIVE  
1 PLAYER  
SEGA CD  
AVAIL. JAN.**

# THE ADVENTURES OF Willy Beamish



With the dawn of the Sega CD you're likely to see quite a few text adventure games translated from pc. So is this good or bad? If you're like me you probably think these games were meant for the computer nerds or couch potato set. Well if Willy Beamish is any indication, they're not! Not that this is intense action but it is most importantly ... fun. Not to mention graphically impressive and new and different. In Willy Beamish you assume the role of Willy (kind of a '90's dennis the menace) in an interactive cartoon environment. As the player you must guide Willy through his daily routines making

constant decisions between right and wrong, then sit back and watch the outcome. If you screw up, you just might find yourself in military school getting your head shaved & all! ... We reviewed an early ROM of the game so we couldn't get too far but what we did see was very impressive in every category: animation, graphics story line & fun. As soon as we get our hands on a completed version we'll give you a full review, but Willy Beamish looks like a winner!





SONY IMAGESOFT  
INTERACTIVE  
1 PLAYER  
SEGA CD  
AVAIL NOW

Sony's *Sewer Shark* is the first in what will hopefully be a long line of full motion CD games which mix shooting and video interaction.

The game opens just like a movie with Falco (one of you're fellow pilots) explaining to you the hellish mission you are about to encounter as a rookie *Sewer Shark*. *Sewer Sharks* fly through rat infested sewers in an effort to deliver supplies to post-nuclear human outposts with your ultimate goal being a passage to Solar City, where your fat, stinky boss is stationed. He harasses you throughout the game and is up to no good ... You'll see.

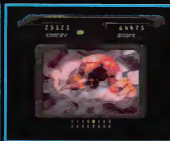
Your co-pilot "Ghost" is also along for the ride spewing out *Top Gun* metaphors like a broken record. The key character in the game is actually your droid who calls out flight instructions and keeps you on track. There are basically three key elements of game play;

(1) You must listen carefully and make all the right moves, up, down, left, and right. (2) You must memorize when to turn left or right to recharge when Ghost calls it out. (3) You must shoot a sufficient amount of rats so fatboy doesn't fire (kill) you before you reach the next outpost. You start off with the call sign "Dogmeat",

then you graduate to "Ratbreath", and finally "Beachbum". Each time you receive a new call sign, you can start from the point, otherwise it's back to the start. *Sewer Shark* is a lot easier if you have a friend watching the directions so you can concentrate on shooting. Otherwise, you must constantly eye the flashing arrows. This makes each mission quite difficult.

*Sewer Shark* is a lot of fun and graphically is revolutionary, my only complaint is the music, they don't use the CD

all here (probably because of a the voice), which would be okay if the Genesis music was good, but it's pretty bad (we turned it off). Over all, I rate *Sewer Shark* high for the first in its field and all Sega CD owners should have it (wait until you see the ending!). Sega CD is off to a great start.



# BLACK HOLE ASSAULT

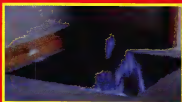
BIGNY/CD  
FIGHTING  
2 PLAYER  
AVAIL NOW

Let me start off by saying that Black Hole Assault is **not** a Heavy Nova sequel, it is an entirely new game. You can forget about the boring action levels and the clunky control. Black Hole is an excellent one on one fighter with all the features you could ask for. There's operation, exhibition, tournament, and league modes, complete with acted-out cinema intermissions, on-screen instructions, ten different environments (each with its own conditions), and detailed scrolling backgrounds. The fighting in Black Hole is very mechanical, and gives you a realistic robotic feel, and although the moves are simple, each character is different and requires different strategies, and the control is excellent. Black Hole has a great soundtrack, excellent voice, and great metallic sound effects. All this helps Black Hole come across exactly the way it should, as a great science fiction fighter that doesn't require memorizing complicated moves, but still requires ample strategy to keep you coming back for more.



# NIGHT TRAP

SEGA  
INTERACTIVE  
1 PLAYER  
SEGA CD  
AVAIL NOW



One of two full motion games for the Sega CD, *Night Trap*, though not as fast paced as *Sewer Shark*, still offers the player plenty of challenge and unique game play. As the game opens (movie style), you find yourself being grilled by the SCAT (Sega Control Attack Team) leader as he explains your life and death mission. You are then dropped smack in the middle of a B movie where you must save 5 beautiful (NOT!) co-ed's from a bunch of hooded nasties with murder on their minds. The way you do this is by surveying the house through hidden cameras, constantly switching rooms until you find the enemies, then at just the right moment (you get a gauge), you can trap them providing you've got the right access code. The code changes frequently, so you must watch carefully to make sure you're on top of things. Let too many bad guys go and the co-ed's are toast and so are you.

All this is done extremely well with amazing full motion video and high production quality with virtually no access delays. So the only real question is: *Is this your kind of game?* Which is kind of tough to answer since you've probably never played one like it. Well, as an action RPG and shooting gamer, my opinion is for 59 bucks you can't go wrong. Even though this stuff is quite mild it's a great effort, and, if just from a technical standpoint, it's cool to see what the CD can do. And, if you don't like it, someone in your house probably will (or you can whip it out on holidays and show grandpa). Who knows, maybe you'll recruit one of the old guys. Ohh no, does this mean I have to say "fun for the whole family"? ... where's my Sonic!



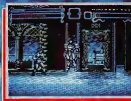
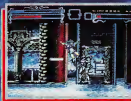
# Anette Again

As you know by now, Game Fan is the only magazine with exclusives in Wolfteam. We have developed a close relationship with them, and not only are we big fans, but we feel that they are on the cutting edge of new technology video game programming.

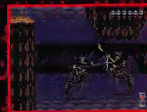
Wolfteam's newest offering is the action CD format is Anette Again, the sequel to the incredible cartridge game, El Viento. After playing an early version, I can tell you that this game is something special. Not only is the action superb, but the animation sequences are masterful. Look for the exclusive World Premiere in our next issue!



**MEGA CD PREVIEW**  
**WOLFTEAM**  
**ACTION**  
**1 PLAYER**  
**MEGA CD**  
**AVAIL NOW**



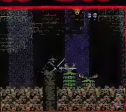
## SEGA GENESIS REVIEW



**SEGA**  
**ACTION**  
**1 PLAYER**  
**5 MEG**  
**AVAIL NOW**

After a battle with death, Chakan is left cursed to live until all supernatural evil is destroyed, only then can he rest. When I started playing Chakan, the game seemed average, but as I got further, it became graphically intense, and totally involving. Each time you clear a level you must go back through, as the level has now

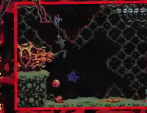
changed, and after defeating it twice, you go back a third time to defeat the guardian. Once you beat the first four levels (12 levels in all) you will go to the elemental levels where Chakan becomes at least twice as good of a game. Here is where I made my decision that Chakan is a game not to be missed.



LE SCIENTIST WHO WROTE  
FROM A TON OF NOTES  
FROM WHOLE LITERATURE  
A WHOLE LOT OF THE  
ORIGINAL LITERATURE IS  
IN THE GAME. THE  
IS THE BEST OF THE  
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NOT ALL EVIL HAS BEEN DESTROYED!!!



# ROAD BLASTER FX



RENOVATION  
LZR/DISK  
1 PLAYER  
SEGA CD  
AVAIL. MARCH

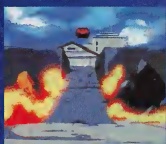


Road Blaster is the last laser disk conversion you will see from Wolfteam. Thunderstorm and Time Gal were great, but Road Blaster is amazing! It's at least twice as fast and smooth as the other two, and that's only the start. Road Blaster is one of the finest games you'll ever play. It's less like a laser disk and more like a motion ride... you are almost constant control, steering, braking, and accelerating constantly. About to hit an innocent bystander? Switch right, crash through a lobby, barrel through the front desk, chase an enemy up the staircase, jam down a hallway.





and crash out the side of the building, flying through the air as a helicopter crashes into the side of the building... no problem! Road Blaster takes you on a ride you have to see to believe, all the while chasing the leader of an evil gang responsible for your bride's early demise. You will stop at nothing to get your revenge, and you should stop at nothing to get this game. This is what CD gaming is all about.



## TAKE CONTROL OF ROAD BLASTER!



SHOOTER  
1 PLAYER  
MEGA CD

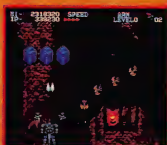
*Nobunaga  
& His Ninja  
Force*

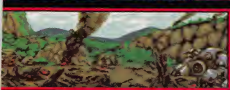
©1992 COMPILE

AWESOME CINEMA DISPLAYS ...



I'm a big fan of Compile's Aleste series. So far all of their shooters have ranked among the best, and Nobunaga is no exception. Aided by the CD's added memory and special effects features, Nobunaga is packed full of everything you'd expect from an overhead shooter. As with its predecessors, Nobunaga has a very Japanese theme. You'll fly over ancient civilizations, temples, snow covered caverns, caves, fiery pits, castles, and other mystical terrain battling other cyber ninjas, huge airships, and awesome mechanized bosses. The attention to detail, explosions, sound effects, anima-





... ONLY THE CD CAN DELIVER



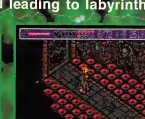
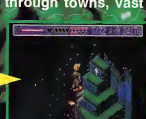
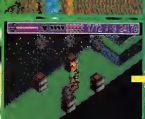
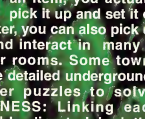
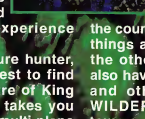
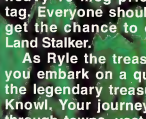
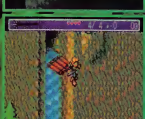
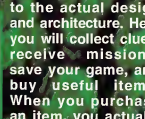
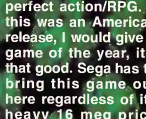
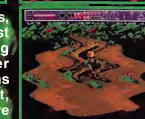
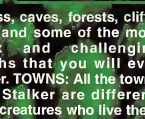
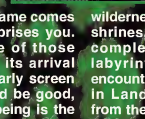
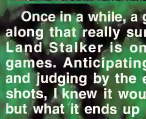
tion, and color are all of the highest quality, and the Techno sound track is awesome. There is also some nice scaling, layered scrolling, animated backgrounds, and cinema intermissions. Nobunaga is also long and very challenging, even for the best shooters. The key is proper use of your power-ups, assembling the best weapon for each level. Overall, I rank Nobunaga & His Ninja Force in the top five of my list of best shooters, and one all Mega CD owners should have. Let's hope it comes out here in the near future. It's too bad the Sega CDs aren't compatible. Games like this should not be missed.



# LAND STALKER



CLIMAX  
ACTION/RPG  
1 PLAYER  
16 MEG  
AVAIL NOW JAPAN



Once in a while, a game comes along that really surprises you. Land Stalker is one of those games. Anticipating its arrival and judging by the early screen shots, I knew it would be good, but what it ends up being is the perfect action/RPG. If this was an American release, I would give it game of the year, it's that good. Sega has to bring this game out here regardless of its heavy 16 meg price tag. Everyone should get the chance to experience Land Stalker.

As Ryle the treasure hunter, you embark on a quest to find the legendary treasure of King Knowl. Your journey takes you through towns, vast multi-plane

wilderness, caves, forests, cliffs, shrines, and some of the most complex and challenging labyrinths that you will ever encounter. TOWNS: All the towns in Land Stalker are different, from the creatures who live there to the actual design and architecture. Here you will collect clues, receive missions, save your game, and buy useful items. When you purchase an item, you actually pick it up and set it on the counter, you can also pick up things and interact in many of the other rooms. Some towns also have detailed undergrounds and other puzzles to solve. WILDERNESS: Linking each town and leading to labyrinths,





**Sharpen Your  
Jumping  
Skills**

**Enter A Treacherous  
Dungeon Through  
This Town**

**Use  
Your Mind  
As Well As  
Your Skills In  
The Many  
Labyrinths**

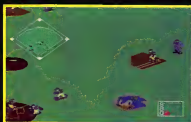
you journey through mountain trails, forests, coast lines, and caves. Here you will confront enemies to earn gold and uncover hidden treasures and secret paths. If you solve the tree labyrinth, you can use the big trees to warp. LABYRINTHS: Here is where Land Stalker really shines. The labyrinths become longer and tougher as you progress. You will quickly grow very fond of him. The townsfolk and enemies are well drawn and creative, and the soundtrack is easily one of the best ever on any game. Here you will find some of the most brilliant programming you will ever see. Land Stalker is a perfect action/RPG. The character is totally animated and you will quickly grow very fond of him. The townsfolk and enemies are well drawn and creative, and the soundtrack is easily one of the best ever on any game. Here you will find some of the most brilliant programming you will ever see. Land Stalker is a perfect 10!



SEGA  
SPORTS  
2 PLAYER  
MEGA CD  
AVAIL NOW JAPAN



**SWING 'N A MISS**



**SONIC KNOWS BASEBALL**



**THE NATURAL**



DAY GAME

NIGHT GAME



Welcome sports fans to the Talko game of the week, Super League CD for the Mega CD. This game has it all; stats, a full season, major league (Japanese) teams, league leaders and 6 different stadiums.

Graphically, the game doesn't miss a thing. It has line scrolling, close-ups at every base and for great catches, and it depicts both day and night games. The pitcher-batter screen is really impressive with large characters that almost look digitized. No Gamba league short, fat goo here.

The sound effects are

really well done with digitized samples of the bat meeting the ball and even the sound of the ball hitting the glove. The music is also a step ahead of the competition, with 2 decent tunes that switch at the 7th inning stretch.

What can I say? there is very little to be critical of in this game. Baseball fans rejoice! Sega has finally ended their year long software drought on the Mega CD, and in high style. Super League CD is the new standard in sports gaming, sending Ultra and Gamba to the showers.



**BIG SWISHY!**



**TIP YOUR HAT, TIP YOUR HAT**



**LAY IT DOWN**



# SEGA PREVIEW NEWS



Game number 2 from the Bitmap Brothers, Xenon 2, features weapons shops where you can choose from a huge assortment of projectiles, and of course the incredible graphics we've come to expect from the Bitmap Brothers. If Gods is any indication, this game will be a shooter worth buying.



From the producers of Out Run comes Junker's High. What separates this game from the others are the multi-levels. You can actually go up ramps and drive on the upper level. There's also no more annoying stopping, when you hit something you'll spin out and keep going. There's also jumps in Junker's High, so catch some air with a full review next month. (8 meg plus battery backup.)



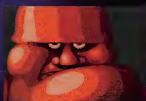
In E.A.'s new Genesis action game, Risky Woods, your mission is to release ancient monks from their stony bondage. RW features 12 levels, 8 landscapes, huge bosses, great graphics, and awesome scrolling backgrounds.



As you've read in our Fighting Special, Deadly Moves was great on the Super NES, according to Kaneko, the Sega version is identical, so get ready for a great on-on-one fighting game for your Genesis. Look for a full review on the Genesis version in the next issue of Game Fan.



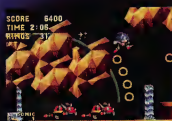
We were going to do a full page review on Ecco this issue, but after playing, we were so impressed we held it over to do a spread next month. Ecco is one of the most unique and addicting games we've seen in a long time. Check it out next month!



Chuck Rock has made his way onto the Sega CD, with 9 new levels, opening animation, and a cool new CD soundtrack. Even if you played the original, don't miss the CD, there's so much more! Full review next month.

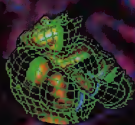


Even though we've shown you this one before, it's looking so good, we thought we'd show you the latest screen shots. Due out this February in Japan, Majin Saga looks like it could be one of the best cartridge games of '93, combining side scrolling action with on-on-one fighting. If these new shots are any indication, Sega of America will bring it out here simultaneously, we hope.



Here's another good reason to buy a Sega CD. Sonic CD is due out this March. The screen shots above cannot be found in Sonic 2, so we are hoping they will be present on the CD version, which will also feature an animated story, and a CD soundtrack. Tune in to Game Fan for the best coverage.

# PLANET SNES



TRADEWEST  
ACTION  
2 PLAYER  
8 MEG  
AVAIL.MAR.





Once in a while, a game comes along that takes the video game industry by storm. This was the case last year with *Battletoads* on the NES. Toads sported some of the best graphics and game play ever for the NES, even rivaling 16 bit titles. Following this huge success is probably one of the most talked about and eagerly anticipated games to be released on the Super NES: *BATTLETOADS IN BATTLEMANIACS*, and by the looks of what we've seen, no one will be disappointed! If you've played the 8 bit version, you'll be glad to know the masters at Rare have faithfully duplicated every aspect that made the first so awesome, and if you haven't, you're in for a big surprise! This game has everything gamers look for, from eye-

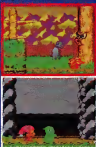
popping graphics to addicting game play, and excellent music. What makes this game so good is the variety of game play. Each level presents a different challenge, from careening down tunnels on jet bikes at break neck speeds, to hitching rides on giant snakes, while avoiding shard spikes. And of course, there's all the side scrolling beat-em-up action you can handle ... Toads style! The attention to detail is amazing as well. In the fighting levels the Toads are humongous and each has their own special attacks. Punch or kick an enemy a couple times and watch what happens!

*Battletoads* promises to be one of the best of '93. Stay tuned to Game Fan for a full review.



# WHIRLO

NAMCO  
ACTION/ADV.  
1 PLAYER  
8 MEG  
A.M.L. NOW JAPAN



Whirlo is a unique game that combines elements of action, adventure, and role playing in one complete cartridge. As Whirlo you must venture out into the unknown, using your many special attack techniques, vanquishing hordes of enemy aggressors who stand in your path.

Whirlo's main weapon is a pitchfork, but he has an assortment of special moves that don't rely solely on this trident of tribulation. These moves are very awkward to use at first, but if you want to see the later levels, you must learn to jump effectively.

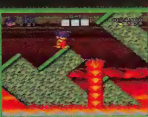
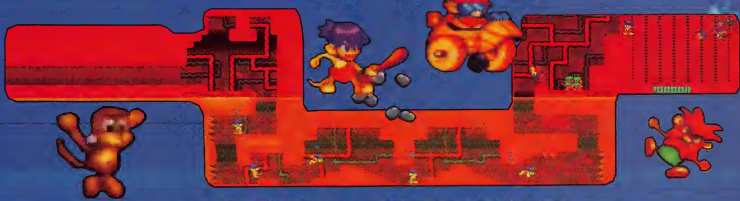
Whirlo boasts a great soundtrack and bright and colorful graphics, plus includes a password feature vital to the game as you won't be solving this one in one sitting. This game is great fun and a tremendous challenge to even the most seasoned gamers

around. For people craving more than just action, this game provides ample brain draining puzzles to stump the quick of wit and slow of mind alike.



**SUPER NES REVIEW**  
**DATA EAST**  
**ACTION**  
**1 PLAYER**  
**4 MEG**  
**AVAIL NOW**

# CONGO'S CAPER



Take the great graphics from Joe & Mac, add more (and longer) levels, throw in a new character with more moves (oh ya, he turns in to a monkey too), and you've got Congo's Caper, Data East's new prehistoric action game for the SNES.

What I liked most about this game was the cool new character. he's a brutal little cave kid who turns into a monkey when he takes a blow (take a second and you're history!), and has some creative attack techniques. If you run and press down he can roll in any direction, even vertical! knocking out everyone in his path. He can also knock you on the head with his club, jump attack, high jump, or grapple on vines.

All these moves add diversity to each level.

The emphasis (of course) is on action with a lot of well timed jumping, the game takes place both below and above ground in a very well drawn prehistoric environment, and guess who's here? remember the big tyrannosaurus in Joe & Mac? (oh ya, he's back!)

The graphics are very good as is the animation and the music, and most importantly it's fun and challenging. So, if you're into action platform games (which there are far too few good ones of these days) then Congo's caper is **DEFINITELY** worth 49 bones. Data East adds another quality game to the SNES lineup.



SUNSOFT  
ACTION  
1 PLAYER  
8 MEG  
AVAILABLE NOW

ROAD RUNNER'S  
**Death Valley Rally**

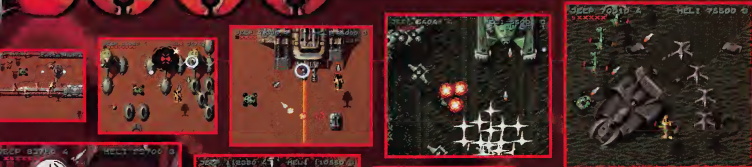
In my past reviews, I would give a brief history of the story and characters, but in the case of Death Valley Rally this is not necessary. If you are old enough to read this mag, you will know these Looney Toons characters and what they do. If you don't, you must have grown up without a television. Death Valley Rally is a side scrolling action and horizontal platform game starring the Road Runner and Wile Coyote. In Death Valley Rally the Road Runner, in his cool and collected manner, will run his own Death Valley Rally with Sonic-like speed in which he must find and raise checkpoint flags and avoid becoming a Coyote dinner. Wile Coyote uses the tried and familiar Acme gadgets which prove once again to be all pain and no gain.

Does it feel like a cartoon? The game faithfully portrays the relationship between the Road Runner and Wile Coyote from the original Chuck Jones directed cartoon. The graphics are clean and cartoony, and music track sounds as if it was imported direct from a Looney Toon adventure. The game play mechanics are very smooth and well thought out, and yes this game looks and feels like a Road Runner cartoon. Death Valley Rally is Sunsoft's first published game directed and developed in the U.S. I bet you can guess how the game designers spent their Saturday mornings!

# FP2000



**SUNSOFT**  
**SHOOTER**  
**2 PLAYER**  
**8 MEG**  
**AVAIL DEC.**

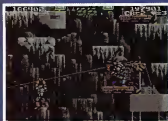


ent the greatest threat mankind has ever known. This is one impressive shooter. Both the graphics and the music are high SNES quality. The attention to detail is great with highly detailed backgrounds and enemy forces. The explosions in FP2000 are all colorful with sampled sound effects, and even the largest ones cause no flicker or slow down, a feat few shooters accomplish. Another thing you're sure to like is the excellent two player interaction, one player being a jeep and the other a helicopter. In the jeep you pass under overhead objects, as the helicopter passes over ground objects, giving you both separate targets, and at one point the jeep turns into a speedboat, with incredible detail in the water. Then, just when you think you've seen it all, you both turn into jets. Good stuff! FP2000 is among the shooting elite on the SNES, offering the challenge and diversity a shooter needs to succeed, and is one game you will find yourself coming back to frequently.



# GUNFORCE

**IREM  
ACTION  
1 PLAYER  
4 MEG  
AVAIL NOW**



Irem has taken a stab at bringing home their arcade version of Gunforce on the SNES, and unfortunately, has missed their mark. Gunforce is not a bad game in the arcade, although being very similar to *Midnight Resistance* and *Contra*, but on the SNES it just doesn't stand up.

This game is pretty much

average at best, with poor animation, major slow down and flicker, and almost non-existent game play. Irem probably should have thought twice before releasing this 4 meg cart, or at least made it one player and put more emphasis on making a better game.

I think it's time to go back to the drawing board.



## SD BATTLE SOC



**BANPRESTO  
SPORTS  
2 PLAYER  
8 MEG  
AVAIL NOW JAPAN**



As you've probably noticed by now, our friends in Japan get all googly about SD Gundams. You'll find them in just about every form of game, yes, even soccer. But let me tell you, these fiery little robots play one mean game! In Battle Soc, you can go head to head or play tournament, choosing one of five different teams of funny little robots. During the game you can power up for a super short slide, head butt, and jump, giving Battle Soc kind of a Soccer Brawl feel. Over

it's a lot of fun, and the graphics are excellent. So if you're looking for a sports game with a twist, kick a few with the SDs.



**GREAT  
GUNDAMS VS.  
THE ULTRA HEROES**



**POWER UP  
AND  
CRUSH 'EM!**



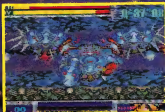
I can still remember playing Q\*Bert for hours on my old Atari 5200, guiding my little orange freak to safety. Now some ten years later, here I am with my powerful 16bit system and what am I doing?...

Playing Q\*Bert! only this time I've got more colors complex scrolling backgrounds and deeper more complex puzzles. Q\*Bert on the SNES is done just about as well as it ever could be with cool music and sound effects and great adjustable playability. So if your an old fan or even a new-comer take a ride back to simplicity, it's just good clean fun!

**NTVC  
ACT/PUE  
1 PLAYER  
4 MEG  
AVAILABLE NOW**

# BATTLE CLASH

**NINTENDO  
SUPERSCOPE  
1 PLAYER  
4 MEG  
AVAILABLE NOW**



Nintendo's second entry for their Super Scope peripheral has arrived... Battle Clash. Jump into your giant ST (Standing Tank) and ready your weapons for some brutal one on one light gun combat. In each stage you'll run up against the toughest ST's around, complete with attitudes and special weapons of their own. Though this game does

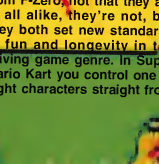
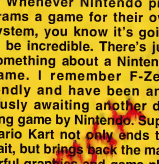
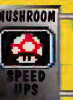


feature some good graphics and sound, I'm sorry to say that it falls short on diversity. All you really do is chase your opponent around the screen hoping he'll stay still long enough for you to use one of your 5 weapons. Although challenging at first, we got bored quickly and our squinting eyes began to give us a headache. I think that the Super Scope does show promise and is a worthwhile peripheral. However, to really shine, games like Space Gun, Strike Gunner, or T9 need to be introduced. If you're shopping for good graphics, Battle Clash delivers, but gun games need better play mechanics to hold my interest.



# **SUPER MARIO KART™**

**NINTENDO  
RACING  
2 PLAYER  
8 MEG  
AVAIL NOW**



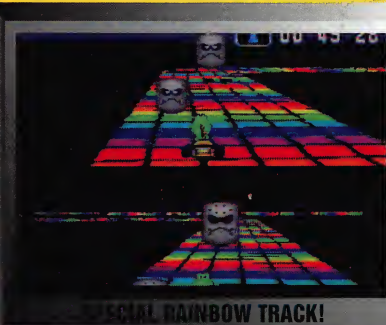
Whenever Nintendo programs a game for their own system, you know it's going to be incredible. There's just something about a Nintendo game. I remember F-Zero fondly and have been anxiously awaiting another driving game by Nintendo. Super Mario Kart not only ends the wait, but brings back the masterful graphics and game play from F-Zero, not that they are at all alike, they're not, but they both set new standards of fun and longevity in the driving game genre. In Super Mario Kart you control one of eight characters straight from

the cast of Mario World. Each character has different strengths and weaknesses, and each course presents new and different challenges giving Super Mario Kart great lasting power and challenge. During any race you can obtain weapons and items to help you win. Especially useful are the turtle shells (use these to hurl at the guy in front of you and send him spinning). Another good one is the invincibility star. This lets you go full speed untouched for a limited time and will usually allow you to dart into first (unless you're



way back). But, remember, the guys behind you have these items too, so watch out! Which brings me to another feature. In a one player game you get a rear view mirror to scope out the action behind you! ... Excellent!

Either split screen two player or one, Super Mario Kart is a great racing game experience, but Nintendo didn't stop there, they also gave you an additional battle mode which is as much fun as the racing! Here it's every man for himself as you're turned loose in a maze packed with power ups. Each driver has three rotating spheres around his Kart. The first guy that pops all three is the winner. This addition to Mario Kart is great fun. Overall Mario Kart is the perfect driver and the only reason I can't give it a ten is because the FX chip is coming, and soon games like this may have scaling polygons. But for now, it's Mario Kart all the way for driving game players of all ages!



# The Magical Quest

*Starring* **MICKEY MOUSE**

CAPCOM  
ACTION  
1 PLAYER  
8 MEG  
AVAILABLE NOW



Mickey Mouse has arrived on the SNES in a new side scrolling adventure thanks to the creative programmers at Capcom. As Mickey, you must set out on a quest to rescue your pal Pluto, who's been kidnapped by the evil Emperor Pete. Luckily, you're not entirely alone on your search. Along the way you'll be aided by a friendly magician who has placed magic blocks throughout your path. These blocks have two purposes, one is a weapon, which when grabbed can be tossed at an enemy, the other is that you'll find behind many of these blocks will be special items like coins, fruit, extra health to extend your life, and an occasional 1up. Also at your disposal are three special cos-

tumes, (Magician, Firemen, and Mountain Climber) which you obtain throughout the game. Each has its own special powers and will come in handy throughout your quest.

The graphics and backgrounds are incredibly detailed and well drawn. All the characters look like they're straight out of a Disney story book, and almost every boss has some sort of Mode 7 special effect. The music is another plus, as it sets the mood and fits in perfect with the cartoon-like graphics.

All in all, Mickey's Magical Quest is a quality game with too few short-comings to mention, and enough new features and clever game play to make it stand out above other games of its type. Be sure not to miss it!





# BULLS VS BLAZERS



EASN  
SPORTS  
2 PLAYER  
8 MEG  
AVAIL NOW

The kings of roundball are at it again, and this time they're dribbling on the SNES. EASN has delivered a very good NBA basketball simulation in Bulls vs. Blazers.

Although lacking the graphic intensity of NCAA Basketball, BB more than makes up for it with pro style game play that depends heavily

on seeing the open man and making the quick pass. Control and animation are excellent and each team has a star player with his signature move. With full statistics and NBA play offs, Bulls vs. Blazers is another winner from EASN.



ACCLAIM/LJN  
SPORTS  
2 PLAYER  
8 MEG  
AVAIL NOW

# NBA ALL-STAR CHALLENGE

Acclaim and LJN are back on the court again with their first basketball game for the SNES, NBA Super All-Star Challenge.

All-Star Challenge is a one-on-one basketball game ala Jordan vs. Bird with a tournament mode, 3 point shootout and an option to play a game of horse. It features all 27 NBA teams with one player from each team available for one-on-one action. Each of the players in the game has been programmed to reflect the abilities and characteristics of his real-life counterpart.

Graphically, NBA Super All-Star Challenge is a masterpiece. The court is almost photo-real with a high-resolution, digitized floor surface that is ultra-polished with reflections. The players have all been

digitized from video footage of the actual players. The computer opponents are tough and it will take you a while to figure out the timing on your shot.

**TALKO TIP:** Play a 2 player game to learn how to execute your offensive and defensive moves. You can change the game to a timed game 12 minutes in length with winners outs and shoot until you feel you have mastered the controls.

I really enjoyed this game. NBA Super All-Star Challenge has fast action, a lot of options and superb graphics. It is not a dedicated basketball simulation, but it does provide hours of 2 player competitive fun. Lace up the Nikes, its time to hit the hardwood.

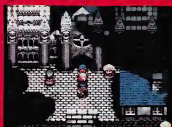


**SUPER NINTENDO**

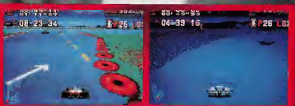
# PREVIEW NEWS



Sunsoft's hot new RPG, *Albert's Odyssey* breaks new ground in role playing with Mode 7 fight scenes you'll have to see to believe. Look for a full review next month on the import, and pray it comes out in America. Where's all the RPG's?!



In Bandai's new action game, *Kitaro's Adventure*, you play a cyclops boy who features some of the most unique attack techniques we've ever seen. More next month.



Seta's first game to use their new accelerator chip will be *F-1 Exhaust Heat 2*. Look for a full line up of 26 competitors (Part 1 had only 6), and super fast scaling. More next month.



It's almost here! The long awaited Konami version of *Batman Returns*, sure to be one of the hottest action titles of '93. Check out the awesome driving scenes! Look for a full review in the next *Game Fan*.



Jaleco's jumping in to the fighting game wars with their 12 meg *Dead Dance*. For more on this incredible new fighting game see *Other Stuff* in this issue!



Here comes another great Konami action platform game. From the looks of these shots, there's more to *Tiny Toons* than we thought. Besides incredible animation, it looks like there's some good 3D as well! See it all in *Game Fan* next month!

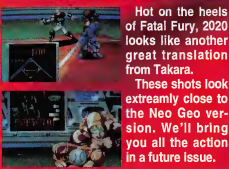
## HORI COMMANDER



Check out the new *Hori Commander* stick for the Super Famicom, the first control pad to feature six buttons in here!



One of the most anxiously awaited titles for the Super NES, *Aliens vs. Predator* could be the side scrolling action game you've been waiting for. We'll give you a full review as soon as we can put our hands on one.



Hot on the heels of *Fatal Fury*, *2020* looks like another great translation from Takara. These shots look extremely close to the Neo Geo version. We'll bring you all the action in a future issue.



Culture Brain's all new addition to *Super Chinese World*, part 2, takes place in outer space, and features two player platform action all the way through. In this new version Jack has more power and Ryu has more technique. Looks pretty good, huh?

**TURBO DUAL****GAME GEAR**  
GAME GEAR FOR THE TURBO DUAL SYSTEM**NEO GEO**  
NEO GEO FOR THE TURBO DUAL SYSTEM

# Tommo

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Batman Returns  
Dungeon Master  
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# TURBO TOONS

## HIT THE ICE

THE VIDEO HOCKEY LEAGUE



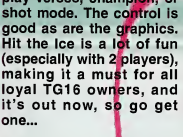
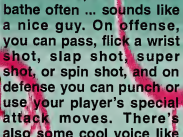
**TAITO**  
SPORTS  
2 PLAYER  
4 MEG  
AVAIL. NOW

After playing Hit the Ice in 1990 for the PC Engine, I hoped it would make it's way to TG16, as it was one of the best (if not the best) sports games on the PC Engine, and here it is. Hit the Ice is not your normal game of hockey. It's a

hunts bears, and does not bathe often ... sounds like a nice guy. On offense, you can pass, flick a wrist shot, slap shot, super shot, or spin shot, and on defense you can punch or use your player's special attack moves. There's also some cool voice like "Why I otta...". You can

2 on 2 fight for the puck, as you can slash, spin kick, hammer punch, body check, or stick thrust to floor your opponent and go for the goal. Especially cool are some of the player profiles like Phil Bunker. He lives in a cave during the off season,

play verses, champion, or shot mode. The control is good as are the graphics. Hit the Ice is a lot of fun (especially with 2 players), making it a must for all loyal TG16 owners, and it's out now, so go get one...



## TURBO DUAL

TTI's continuing support of their original system, along with the upgraded CD-ROM, looks like it's really paying off for loyal Turbo fans. There's a vast library of imports being ported over along with a strong line up of CDs to be announced for '93. Even though technically, the system is not superior, the programmers have become very familiar with the hardware, allowing them to produce quality software that holds up against today's competition. As long as games like Y's 1&2, Gate of Thunder, Air Zonk, Riot City, and Dungeon Explorer 2 keep coming out, the Duo is assured to remain strong throughout '93 and beyond.



Shadow of the Beast

This Psygnosis PC classic hit the Duo in '92, and proved to be the best home version so far, with one of the best soundtracks you'll ever hear, a much needed game setup screen, and all the colors and scrolls of the original.



Air Zonk

Here's what I'm talking about! Superb programming comes through. Air Zonk stands out as one of the best shooters of '92 on any system, and you just know these guys are working on Bonk 3!



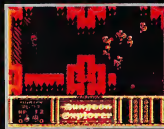
Riot City

Well, even system nee one, and the Duo's finally getting there. It's 2 player side scroll fighting action, and best of all it Duo. That means kill music tool

Even though FW isn't the perfect translation, it shows us that Capcom is supporting the system! What does that mean to us? ... SF2! 2 meg and maybe Strider! ... and maybe ...

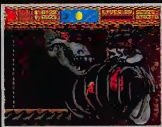


Forgotten Worlds



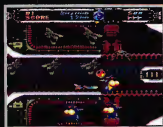
Dungeon Explorer 2

One of the first action games released for the Duo, ShapeShifter offers the player a unique side scrolling quest, in which you transform into different animals, along with some mild roll playing. SS shows a willingness to release more action titles for the Duo.



Shape Shifter

I can't wait for this one! I still play part 1! With the added features of the Duo, the sequel could very well be one of the top action/RPGs of '93!



Gate of Thunder

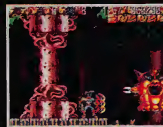
Gate of Thunder shows off the new capabilities of the CD upgrade with great animation, a heavy metal soundtrack, hardly any loading, and multi-layered scrolling, and there's a sequel on the way ...



Lord of Thunder

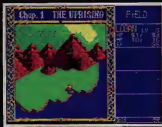
If Gates is any indication, then Lords of Thunder should be one intense shooter, and another great reason to own a Duo!

The Duo really needs some strong action platform games, and Jim Power is just the first. Combining side scrolling action and shooting, Jim Power looks promising.



Jim Power

Another strong RPG for the Duo, Dragon Slayer is highly detailed and loaded with voice throughout the quest. NEC has always been strong on quality RPG's. Part 2 is already in the works giving RPG players even more to look forward to.



Dragon Slayer

If you haven't experienced Y's, you should go now and buy a Duo, and call in sick. This classic RPG serves as a figurehead for the Duo rivaling any RPG on this system. Now we can look forward to part 4. Hold on to that Duo!

Y's 1 &amp; 2

This is the best version yet, rivaling even the coin-op, and it's available now (import version), and is, of course, 100% compatible with your U.S. system.



Bonanza Brothers

If you like your RPG's with a little action, Exile (for CD) is one game you shouldn't miss. Heavy on great action scenes, Exile is a good 1st RPG, and a worthy addition to the CD line up. But, for even better action, check out part 2! It's awesome ... ah ... compatibility



Exile

Practically carbon copy the coin-op, Buster Bros. remains 2 player on the CD-ROM and features great music, excellent control. A must! Action shooter fans who like little strategy



Buster Brothers



Shockman

Better known a Shubbiman in Japan, here's Shockman. We're wondering when they'd finally bring out this one. For players, especially you will become of this char. quito SM is a great side scroll action game similar to Mega and wait until you the CD sequel

CD CUSTOM 7.18 Mbit  
HiGuard Main RAM 512K  
HiGuard Video RAM 512K  
CD-ROM Buffer RAM 32K  
CD-ROM AOPCH RAM 32K  
CD-ROM SDRAM RAM 32K  
CD-ROM BIOS RAM 32K  
Screen Resolution 320 x 224  
Screen Color 256 Colors  
Max. Sprites on Screen 128  
HiGuard Sound 16 Channel  
HiGuard Synth 15 to 17K or 32 KHz  
Data bit Length 8 bit  
Output Video & Stereo Audio

# BONANZA BROS



NEC AVENUE  
ACTION  
2 PLAYER  
SUPER CD  
AVAIL NOW JAPAN

Looking for a great two player game for your Duo or PC Engine CD? With all the shooters of late, I'm sure you are, and this great version of the arcade classic, Bonanza Brothers, fits the bill. It's no Final Fight, but it's a very fun and well produced action game.

You control two comical cleptomaniacs through a series of heavily guarded locations, ducking in and out of every crevice in an effort to score your loot undiscovered. If

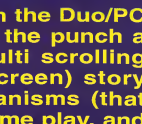
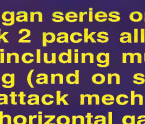
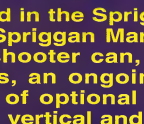
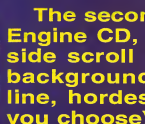
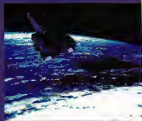
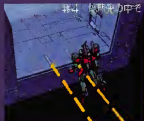
one of the many guards does spot you, you'd better shoot fast, then make a break for it, or if you're lucky, there may be a press around so you can mash 'em and run for it.

Bonanza Brothers features a great CD soundtrack, nice animation and color, a lot of laughs, and perfect control, making it a worthy addition to your CD collection, and a good start on the quest for arcade translations on the CD-ROM.



# SPRIGGAN<sup>mark2</sup>

COMPILE  
SHOOTER  
1 PLAYER  
Super CD  
AVAIL NOW JAPAN



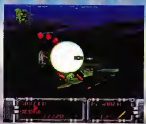
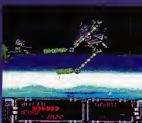
The second in the Spriggan series on the Duo/PC Engine CD, Spriggan Mark 2 packs all the punch a side scroll shooter can, including multi scrolling backgrounds, an ongoing (and on screen) story line, hordes of optional attack mechanisms (that you choose), vertical and horizontal game play, and

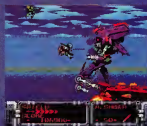
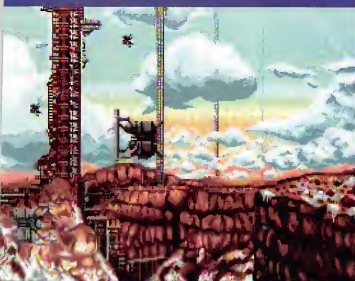


lots of colorful, diverse levels.

Spriggan of the Soul Empire is in an all out war against the invading Brizbara Empire. You control the Spriggan Suit, aided by other allies of the Spriggan army.

One of the nicest things about SM2 is the setup mode. As you progress, you are





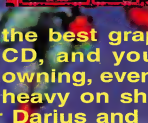
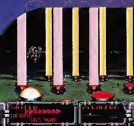
awarded new and more powerful arms, then you must choose which ones to bring into battle. This adds nice diversity and interaction to the game. Another stand-out is the on screen story. As you go through the game,

you are in constant contact with both your comrades and your enemies, and at crucial moments, your allies will actually join you and assist you in battle,

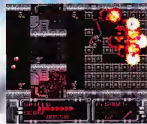


sometimes even sacrificing their own life so that you

may carry on. This feature really helps put the player in the game.



forget Super Darius and Gradius Gofer are coming to Super CD this quarter! ... So keep dodging and blasting, and I'll see you then.



# SPRIGGAN

COMPILE/TT  
SHOOTER  
1 PLAYER  
CD  
AVAIL. DEC.

I can safely say Spriggan is not just another run of the mill shooter. Known for their high quality shooting games such as M.U.S.H.A. on the Genesis, Super Alleste on the SF, and most recently, Cyber Ninja Alleste on the Mega CD, Compile comes through big time here with a great overhead on the PC/Duo CD format. In the M.U.S.H.A. tradition, you control a huge CyberSuit piloted by Spriggan, ace pilot from the Soul Empire, utilizing a vast assortment of shooting techniques, Spriggan is stuffed with power ups. Other stand out features are a great animated intro and intermissions, an on going story line, great backgrounds, huge bosses, and a great CD soundtrack. I'll admit that Spriggan seemed more impressive when it came out back in '90, but it's still a high quality and very impressive shooter for the NEC

## CD's.

And, if you want more, there's the awesome sequel which uses the same formula in a side scroll format. Either way (or either one), the Spriggan series are two of the finest shooters on the PC/Duo CD.

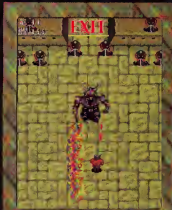
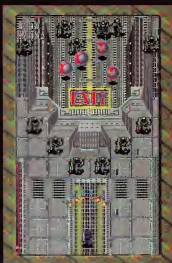
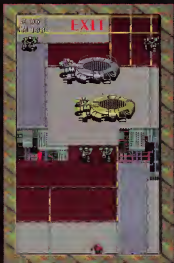


# GAIN GROUND

As a big fan of the Sega version, I was happy to find out that Gain Ground was coming out on CD. This new version features larger characters, faster game play, and a great CD soundtrack.

If you're not familiar with Gain Ground, let me give you some background. You control a huge cast of characters, each with specialized abilities,

attempting to cross several different play fields, all with their own hidden secrets, in an action shooter that takes as much brains as skill. I found this version a bit easier than the Sega version, but it makes up for it in the great graphics and soundtrack. So, if you've never played Gain Ground, and you've got the system, this game is definitely worth a look.





# JIM POWER



**MICRO WORLD  
ACTION  
1 PLAYER  
SUPER CD  
AVAIL JAN.**

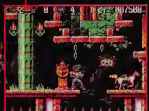


As you know, if you own a Duo or Super CD, there are not enough platform action games around. Jim Power is the first in what will hopefully be a long line of games of this type.

Jim power combines side scrolling action and shooting, as you traverse

strange new worlds in an effort to rescue your kidnapped girlfriend. How many times have you heard this story?

Jim power is colorful, and does have some impressive graphics, but the control is a bit sloppy. Overall a good effort.



## PREVIEWS

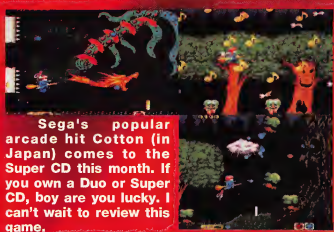
Stand out games this month, *Cotton*, and *Gradius Gofer* look like big winners. Look for an expanded preview section next month.



Now here's a shooter worth having. Konami's *Gradius Gofer* hits Japan this month. Konami on the Duo ... alright!



If you don't have enough overhead shooters already, here's your chance. *Image Fight 2* is looking good.



Sega's popular arcade hit *Cotton* (in Japan) comes to the Super CD this month. If you own a Duo or Super CD, boy are you lucky. I can't wait to review this game.



*Magicool*, Hudson's new 3/4 view action/RPG for Super CD looks like a great 2 player game. Check it out next month.

Yet another shooter for the Super CD, *Kaiden 00* will be dissected by Game Fan next month. See ya then!



# FOR THE AMIGA, IBM PC, AND SUPER NES SYSTEM

Challenge yourself to Push-Over, a game where quick strategy and cunning are of the essence. As G. I. Ant, you must place each domino carefully in a row. Get 'em ready and set up to "push over." But beware! Each domino is programmed with special powers and abilities. Don't be a Push-Over and let this backfire on you!



COMING IN 1993

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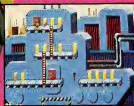


**SUPER NINTENDO**

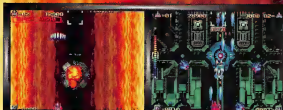
*The name of the game*



Ocean of America, Inc.  
1855 O'Toole Avenue  
Suite D-102  
San Jose, CA 95131

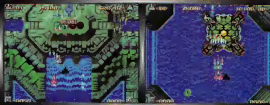


Top two screens shown above are from the IBM PC version of the game. Bottom two screens shown are from the Super NES version of the game.



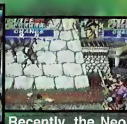
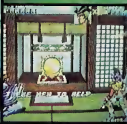
If you're looking for a good 2 player co-operative shooter, look no further than Alpha Mission II. This epic shooter packs just about everything you could ever want in an overhead. Great music, lots of colorful hardware scaling, and huge enemies stretching up to four screens long. You and a friend take control of your SYD-FX attack ships and embark on a mission of galactic proportions. In the Neo Geo tradition, you don't simply shoot the

bosses, you must strategically tear them apart bolt by bolt and do this without making any mistakes. Your arsenal of weapons consist of The Black Hole, Fiery Pheonix, Bubble, Fire, Homing, Thunder and a Nuclear explosion. I logged a lot of hours on this one (without my memory card!) This one is Neo Geo all the way! *Definitely check it out!* (You wont be disappointed).





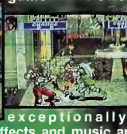
**SNK  
FIGHTING  
2 PLAYER  
74 MEG  
AVAIL DEC.**



ames. In case anyone wasn't noticing, the new Neo Geo games are improving in quality (to say the least) and Sengoku 2 is no exception. Sharpen up your samurai swords and get



rough time in the long awaited sequel to Sengoku. Everything has been improved in this 74 meg monster! The graphics are more detailed and are much more colorful than it's predecessor. There seems to be more frames of animation in all the characters, and everything about the game flows



ne graphics and playability. All the characters that you can choose from have an awesome special attack, and each one is unique.. Overall, I came away from this game with a good impression (I like the fact that you can block, and you can see your player from many angles). The only chink in the armor is that it's a bit too easy and the experience s over much too quickly (only 4 levels). That, however, does not distract from a great game. This one is sure to be a big winner



# BLUE'S JOURNEY



ALPHA DENSHI  
ACTION  
1 PLAYER  
47 MEG  
AVAIL. NOW



Save the planet Raguy from evil Darumas' polluting industrialization, which is choking the beautiful Stars environment in Blues Journey.

If there were more games like Blues Journey out for the Neo Geo, a lot more people would probably own one. If you

like Mario style action platform games, this one will surely dazzle you like no other. The backgrounds and music are incredible and the game play is totally unique. You can stun an enemy (or multiple enemies) and stack them spinning on your head, then hurl them at other attackers. If you don't use a memory card the game is long and challenging with two paths to choose from for extra diversity. Along the way you'll find bombs, boomerang blades, and other power up items to help you through each level, and there are also shops and huts where you'll buy information. The bosses in Blues Journey are also unique, scaling out and taunting you, and usually





laughing like you're some useless dweeb for them to roast.

To sum it up, I would have to say that after playing all the trademark kick and punch Geo action games, this one stands out as my favorite. It would be nice to see more of the same on the Neo Geo.



**Championship  
Joystick**

**Finally! An Arcade  
Joystick For Your  
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## **For Those Who Know How To Push The Right Buttons.**

Experience the excitement of the Street Fighter II™ arcade game...at home! There is no other controller on the market which offers true arcade playing action, with the size, feel and durability of the Championship Joystick. So, while others may claim that their controllers are "Arcade Quality", only C&L Controls delivers true arcade action for your Super NES™.

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- Cyclac 1000 (ABS Plastic) Construction
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- Total Compatability with ALL Super NES™ Games

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# Fight!

## FATAL FURY

TM



TAKARA  
FIGHTING  
2 PLAYERS  
12 MEGS  
AVAILABLE IN OT



Super Famicom



Neo Geo

Here They  
Are! You  
Be The  
Judge.



Super Famicom



Neo Geo



Last year SNK released the infamous Fatal Fury for the Neo Geo. Now, one year later, Takara brings it out for all the SNES owners to enjoy.

Now to see if 12 megs can match the monstrous 55 megs the SNK offers. In the Neo Geo version you have three fighters to choose from, each with their special attacks. On the SNES version Takara took it a step higher, sorta. Player one has the same characters to choose, but player two has the ability to choose from one of the eight bosses. Now one question, why let player two have all the fun of playing the bosses and not player one? It's beyond me. The SNES version has all the special attacks the Neo Geo has, but lacks most of the cool voices. Graphically, the SNES holds up pretty close to the Neo Geo, losing only some of the crowds in the background and shrinking the size of background buildings. Character wise, the graphics, as you can see, are very close. So, what

about the music? Well ... this is what separates the men from the boys. Neo Geo has the full jammin' music from heavy metal guitar, to little Asian men chanting while playing instruments. The SNES version doesn't stand close. The songs are the same, but don't have the impact of horns, drums, and guitars like the Neo Geo.

Okay, time for an over all comparison. For the SNES, Fatal Fury has to be one of the best one-on-one fighting games for the system. It has large characters and special attacks that use joystick movement, instead of just pushing buttons. For what it lacks in sound effects and music, it makes up in graphics and game play. For the Neo Geo, Fatal Fury is definitely one for your collection. The music hypes you up for a fight, and the sound effects are awesome. But, if you don't have a Neo Geo, this is the next best thing.



# Power ATHLETE

**KANEKO  
FIGHTING  
2 PLAYER  
8 MEG  
AVAIL NOW**



Of all the games reviewed here this one to me was the biggest surprise, I mean, Keneko isn't exactly known for their fighting games. Never the less, Power Athlete is a good solid fighter with SF2 style game play, and colorful multi-scrolling backgrounds. I was especially fond of Baraki. He's from the Stone Age, and sports some cool Blanka style moves. All the characters in Power Athlete have interesting personalities. Overall Power Athlete stands out as one of the best fighting games on both the SNES and Genesis.



# 北斗の拳6 FIST OF THE NORTH STAR 6

Fist of the North Star Six is the latest installment in a series of games based on the popular Japanese cartoon, "Fist of the North Star".

The previous 5 North Star games have all been RPG's, but the programmers decided to make this a one-on-one fighting game. Although this game packs 12 megs of power, the main intention is not to compete with Street Fighter 2. The goal here is to satisfy North Star fans and give them a taste of street fighting action. Viewed from this perspective, Fist of the North Star 6 is a success with huge characters and excellent graphics, but actually what it offers to fighting game enthusiasts is mild at best.

**TOEI  
FIGHTING  
2 PLAYER  
12 MEG  
AVAIL NOW**





# STREET FIGHTER II

You've seen 'em in the arcade, now you can bring all the excitement home, with a little help from the Pro Action Replay. Designed to work for all the Super NES games, it works especially well with Street Fighter 2, enabling you to perform all the neat tricks the Turbo version has to offer. Being able to enter four codes at once, you can customize your cartridge, and breath new life and new strategy into your game. You thought you mastered the game, now you can perform combos never possible. The Pro Action Replay makes it a new game.

CAPCOM  
FIGHTING  
2 PLAYER  
16 MEG  
AVAILABLE NOW



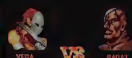
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CODE: 7E0C B200



CODE: 7E0E D108



CODE: 7E0C D109 & 7E0E D10A

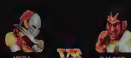
## OTHER CODES

7E0C B909  
FAST FIREBALLS  
7E0C 6030  
TURBO  
7E0E 3249  
QUICK D. PUNCH  
7E0C 8900  
NO STARS  
7E0C B201  
NO SPECIAL MOVES

WE GOT THIS  
CLOSE, HOW CLOSE  
CAN YOU GET?!



CODE: 7E0E D108 & 7E0C D108



CODE: 7E0E D109 & 7E0E D108

## OTHER CODES

7E0C 1645  
INVISIBLE  
7E04 B300  
RYU RED FIREBALLS  
7E0D 9904  
AUTO FLASH KICK  
7E0D 9608  
AUTO D. PUNCH  
7E0C 2030  
BLANKA ELEC. ROLL



CODE: 7E0E D109



CODE: 7E0C 1635



CODE: 7E0E D10A & 7E0C 1635



CODE: 7E0E D109



CODE: 7E0E D108

# BATTLE BLAZE



AMER SAMMY  
FIGHTING  
2 PLAYER  
8 MEG  
AVAILABLE OCT 93



Battle Blaze, although not as intricate with moves as games like Street Fighter 2 and Art of Fighting, has got some of the nicest looking graphics you'll find on the SNES. And, if you can get your hands on the import (shown here), you'll find the sexiest female ever to grace a game screen. After each fight you can view the departing soul of your defeated opponent, and the last boss (whom you can be with a little trickery) is as evil and fierce as they come. Worth a look.

# [3 1/2] 2

## RANMA

If you played the first installment, you'll know why we think this version could be one of the best fighters this year.

Programmed by the wizards at N.C.S. (Prince of Persia, and Cybernator),

Ranma 2 promises to be loaded with excellent character animation, great moves, and lasting playability. Characters include: Ranma Saotome (Male and Female), Hikari Gosunkugi (The Bull), Ukuyo Kuongi

(Ranma's Fiance), Moose, King Bakuchiou, and Panstock Taro (who transforms). Some of the new moves in part 2 will blow you away. Special moves will be executed by holding back, then forward, (the longer you hold back, the stronger the move.) hitting buttons quickly, or hitting two buttons simultaneously. Get ready for another great fighting game from N.C.S.



RANMA 1/2 © 1992 SHOGAKUKAN/N.C.S. MAYSA



In this version of Ranma 1/2, the player gets to take place in an entire episode of the cartoon, along with the one-on-one vs. mode. The cartoon part is done extremely well, almost perfect. The one-on-one

however, is just not there. With just two buttons and a power up gauge for your one special move, as a fighting game Ranma 1/2 CD just doesn't cut it. Buy it for the animation.



# ナンバーズ

## BRASS NUMBERS

LASER OF FIGHTING 2 PLAYER 8 MEG AVAIL NOW JAP



All the ingredients for a good fighter are here, line scrolls, 6 characters to choose from, each with special moves, and 5 different locations. Unfortunately though, the characters have too few frames of animation, and are hard to identify with, and the music just doesn't fit. There's also an annoyingly long wait between fights, which would have been better served with more emphasis on the character art and game play, rather than trying to duplicate those SF2 line scrolls. A good effort but falls a little short.



# MORTAL KOMBAT

TAITO  
FIGHTING  
2 PLAYER  
ARCADE  
AVAIL NOW



## GENERAL MOVES:

- back-low kick = foot sweep  
low-any punch = uppercut  
repeated low punch = jab punches (low damage, fast)  
repeated high punch = jab punches (more damage, fast)  
low-low kick = upward kick  
(the only move that goes through jab punches)  
low kick = knee  
back-high kick = roundhouse high kick  
close, forward-low punch = throw

## SPECIAL MOVES:

- on fireball: back, back, forward, low punch  
= kick: back, back, forward, low kick  
high punch: down, block-low punch  
= fly: uppercut your head clean off your body  
three times forward, high punch

- Raiden  
lightning:  
punch:  
flying attack:  
teleport:  
fatality:

- quarterspin from duck to forward, low-  
punch:  
back, back, front, any button  
down, up  
lighting at close range blows your head off  
TWO times forward, THREE times  
back, high punch

- Li Kung  
fireball:  
flying kick:  
fatality:

- doubletap forward-highpunch  
doubletap forward-highkick  
counterspin kick and uppercut  
spin light (clockwise if you're left of  
opponent, else counterclockwise)



- Zero  
sewing:  
= fly:  
quaterpin from low to back, highpunch  
back-bottom three buttons  
pulls out your head and spine  
14 km starting at duck and moving it  
towards your victim, finish it off with a  
high punch

- you  
grapple:  
= rings:  
= fly:  
crouch-bottom three buttons  
forward, back, highpunch  
back, back, lowpunch or wiggle between  
low and forward-lowpunch  
kiss of death, blows fireball off her palm  
that cripples you down to a skeleton  
TWO times forward, TWO times  
back, block/flash

Double tapping down and back makes moves easier. Hit the guy once...works well in most characters. For instance, with Sub Zero just slide as your first move, then do a punch, high punch, low, high, etc. He'll just sit there inching forward and blocking. We runs out and you win on points.

Actually, alternating high and low works against a lot of the computer players. They sit and keep walking into it. Adding a freeze or whatever after a few iterations usually ups it up (yes, this is on version 2).

For Goro, knock him down once, and walk up to him and as he is getting up, give him an uppercut (low-any punch). It will always knock him down (he doesn't block).



Almost every arcade you walk into nowadays is flooded with one-on-one beat 'em ups. Only one can truly capture the realism of character animation and blood and guts. Mortal Kombat definitely has both, along with full digitized backgrounds, and bone breaking sound effects.

The game is very unique using huge digitized characters with real life movements, four attack buttons and, oddly enough, a block button. The cast of fighters are equipped with special attacks and a fatality move that'll have you calling the corner.

The game is difficult to learn, being so different from the rest, but practice will definitely be rewarded when you can pull the still beating part out of your opponent. Fortunately, the characters are easy to control and once you get used to blocking, the game is very addictive.

Although not as popular as SF2, Mortal Kombat has the best graphics any fighting game has to offer, with punches and kicks that'll knock the blood out of your mouth, and a last boss that uses clayman effects never seen in a video game before. Can't wait to play the Sega CD version!!!!



# ULTIMATE FIGHTER

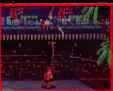
CULTURE BRAN  
FIGHTING  
16 PLAYERS  
12 MGS  
AVAIL NOW



Ultimate Fighter takes Street Fighting action one step further in this unique one-on-one fighting game. What really makes this game stand out above others is its four modes of play called the HIRYU NO KEN system.

Each mode is something different to offer: In the expert mode, you can master over 120 fighting techniques, and is for die hard fighting fiends. The fighting mode is side scrolling action, where

you can execute simple attacks and are not required to block (comparable to Final Fight). The animation mode is for RPG players, with an involving story line and long quest, where all the fighting is done simulation style. Lastly there's the vs. tournament mode, here up to 8 players can battle it out one-on-one. The fighting in Ultimate Fighting (not the sluggish import version) is excellent, with great character art, easily executed special moves, and good sound effects, making Ultimate Fighter a great game, whether you're into action or fighting, there's something here for everybody.



# FINAL ANALYSIS



Art of Fighting	98%	95%	99%	99%	95%
Street Fighter 2	100%	88%	97%	95%	99%
Brass Numbers	62%	42%	20%	60%	40%
Ramna 1/2 CD	77%	70%	30%	75%	46%
Fatal Fury	82%	74%	70%	85%	79%
Power Athlete	90%	80%	90%	87%	85%
Battle Blaze	79%	79%	70%	80%	69%
Fist of the North Star 6	45%	42%	50%	38%	65%
Mortal Kombat	95%	82%	98%	93%	94%

Although the only perfect score went to SF2, to our surprise, after over 200 hours of game play the overall winner is Art of Fighting. We all became totally addicted to the fast action, awesome sound effects and smooth scaling. And an honorable mention goes to Keneko for Power Athlete (Power Moves). This is a strong game from a company not known for their fighting games. Good job.

\*NOTE: Ramna 1/2 part 2 was not reviewable at press time, so we'll have to bring you the review on that one next month.



# GOLDEN MEGAWARDS

*Game Fan's Best of 1992*



Well here it is, our picks for outstanding achievement for 1992. Everyone involved in the voting process played and beat every game mentioned. We don't judge games on one level, we play and beat everything. It was a good year, a little slow at first, but in the end we ended with a lot of great games. Missing in '92 were Megaman, Metroid, and Battletoads on the SNES, a lot of no-shows on the Lynx, the mysterious Jaguar system, and any platform, action, RPG or 3D games on the Neo Geo. Hopefully '93 will bring us these and many more like them with the dawn of CD-ROM and cross licensing. It is our opinion that the next year will determine which game systems we will really settle in with in the years to come.

## BEST ACTION PLATFORM

SKID: WONDERDOG (SEGA CD)  
 BRODY: SONIC 2 (GEN)  
 TOM SLICK: SONIC 2 (GEN)  
 THE ENQUIRER: WORLD OF ILLUSION (GEN)  
 HONORABLE MENTION: GLOBAL GLADIATORS (GEN)

## BEST ACTION FIGHTING

SKID: T.M.N.T.: HYPERSTONE HEIST (GEN)  
 BRODY: STREETS OF RAGE 2 (GEN)  
 TOM SLICK: STREETS OF RAGE 2 (GEN)  
 THE ENQUIRER: STREETS OF RAGE 2 (GEN)  
 HONORABLE MENTION: SUPER DOUBLE DRAGON (SNES)

## BEST SHOOTER

SKID: AIR ZONK (TG-16)  
 BRODY: THUNDERFORCE 4 (MD)  
 TOM SLICK: THUNDERFORCE 4 (MD)  
 THE ENQUIRER: SPACE MEGAFORCE (SNES)  
 \* LIGHTNINGFORCE IS THE AMERICAN NAME  
 HONORABLE MENTION: VIEWPOINT (NEO)

## BEST RPG

SKID: SOUL BLAZER (SNES)  
 BRODY: ZELDA 2 (SNES)  
 TOM SLICK: ZELDA 2 (SNES)  
 THE ENQUIRER: ZELDA 2 (SNES)  
 HONORABLE MENTION: LAGOON (SNES)

## BEST SIMULATION

SKID: STEEL TALONS (GEN)  
 BRODY: STEEL TALONS (GEN)  
 TOM SLICK: BATTLETANK (GEN)  
 THE ENQUIRER: STEEL TALONS (GEN)  
 HONORABLE MENTION: WAIALAE (SNES)



## BEST ONE ON ONE FIGHTING

SKID: ART OF FIGHTING (NEO)  
 BRODY: ART OF FIGHTING (NEO)  
 TOM SLICK: ART OF FIGHTING (NEO)  
 THE ENQUIRER: STREET FIGHTER 2 (SNES)  
 HONORABLE MENTION: WORLD HEROES (NEO)

## BEST MOVIE GAME

SKID: ALIEN 3 (GEN)  
 BRODY: ALIEN 3 (GEN)  
 TOM SLICK: ALIEN 3 (GEN)  
 THE ENQUIRER: STAR WARS (SNES)  
 HONORABLE MENTION: T2 (GEN)



## BEST CARTOON GAME

SKID: TAZMANIA (GEN)  
 BRODY: WORLD OF ILLUSION (GEN)  
 TOM SLICK: TAZMANIA (GEN)  
 THE ENQUIRER: WORLD OF ILLUSION (GEN)  
 HONORABLE MENTION: MICKEY'S MAGICAL QUEST (SNES)

## BEST PUZZLE GAME

SKID: Q\*BERT 3 (SNES)  
 BRODY: LEMMINGS (GEN)  
 TOM SLICK: KRUSTY'S FUN HOUSE (GEN)  
 THE ENQUIRER: Q\*BERT 3 (SNES)  
 HONORABLE MENTION: ON THE BALL (SNES)

## BEST SPORTS

SKID: BASEBALL STARS 2 (NEO)  
 BRODY: MADDEN '93 (GEN)  
 TOM SLICK: BASEBALL STARS 2 (NEO)  
 THE ENQUIRER: BASEBALL STARS 2 (NEO)  
 HONORABLE MENTION: NCAA BASKETBALL (SNES)

## BEST DRIVING

SKID: MARIO KART (SNES)  
BRODY: TOP RACER (SNES)  
TOM SLICK: MARIO KART (SNES)  
THE ENQUIRER: MARIO KART (SNES)  
HONORABLE MENTION: ROAD RASH II (GEN)



## BEST SOUND EFFECTS

SKID: GLOBAL GLADIATORS (GEN)  
BRODY: GLOBAL GLADIATORS (GEN)  
TOM SLICK: SUPER STAR WARS (SNES)  
THE ENQUIRER: SUPER STAR WARS (SNES)  
HONORABLE MENTION: ALIEN 3 (GEN)

## BEST STRATEGY

SKID: WARSONG (GEN)  
BRODY: RAMPART (SNES)  
TOM SLICK: WARSONG (GEN)  
THE ENQUIRER: RAMPART (SNES)  
HONORABLE MENTION: ROMANCE OF 3 KINGDOMS 2 (SNES)

## BEST ACTION ADVENTURE

SKID: LEGEND OF MYSTICAL NINJA (SNES)  
BRODY: CYBERNATOR (SNES)  
TOM SLICK: PRINCE OF PERSIA (SNES)  
THE ENQUIRER: LEGEND OF MYSTICAL NINJA (SNES)  
HONORABLE MENTION: ALISIA DRAGOON (GEN)

## BEST ARCADE TRANSLATION

SKID: STREET FIGHTER II (SNES)  
BRODY: STREET FIGHTER II (SNES)  
TOM SLICK: STREET FIGHTER II (SNES)  
THE ENQUIRER: STREET FIGHTER II (SNES)  
HONORABLE MENTION: ATOMIC RUNNER (GEN)

## BEST HAND HELD GAME

SKID: SHINOBI 2 (GAME GEAR)  
BRODY: DRACULA (LYNX)  
TOM SLICK: DRACULA (LYNX)  
THE ENQUIRER: MARIO 2 (GAME BOY)  
HONORABLE MENTION: BATMAN RETURNS (GAME GEAR)

## BEST GAME MUSIC

SKID: WONDERDOG (SEGA CD)  
BRODY: STREETS OF RAGE 2 (GEN)  
TOM SLICK: SUPER ADVENTURE ISLAND (SNES)  
THE ENQUIRER: LEGEND OF MYSTICAL NINJA (SNES)  
SPECIAL THANKS TO YUZO KOSHIRO FOR KEEPING US ALL ROCKIN'  
HONORABLE MENTION: VIEWPOINT (NEO)

## BEST BOSS

SKID: WONDERDOG SMOKE RING BOSS  
BRODY: THUNDERFORCE 4 LEVEL 5 (GEN)  
TOM SLICK: THUNDERFORCE 4 LEVEL 5 (GEN)  
THE ENQUIRER: MYSTICAL NINJA SCALING FACE (SNES)  
HONORABLE MENTION: AXELAY LEVEL 2 (GEN)

## BEST INTRO

SKID: WONDERDOG (SEGA CD)  
BRODY: WONDERDOG (SEGA CD)  
TOM SLICK: WONDERDOG (SEGA CD)  
THE ENQUIRER: OUT OF THIS WORLD (SNES)  
HONORABLE MENTION: PRINCE OF PERSIA IMPORT (SF)

## BEST CHARACTER

SKID: WONDERDOG (SEGA CD)  
BRODY: CYBERNATOR (SNES)  
TOM SLICK: DHALSIM (SNES)  
THE ENQUIRER: GUILF (SNES)  
HONORABLE MENTION: LINK (SNES)

## BEST NEW PERIPHERAL

SKID: SEGA CD (GEN)  
BRODY: SEGA CD (GEN)  
TOM SLICK: SEGA CD (GEN)  
THE ENQUIRER: SEGA CD (GEN)  
HONORABLE MENTION: ACTION REPLAY (GEN & SNES)

## BEST GAME

SKID: WONDERDOG (SEGA CD)  
BRODY: CYBERNATOR (SNES)  
TOM SLICK: STREETS OF RAGE 2 (GEN)  
THE ENQUIRER: STREET FIGHTER II (SNES)  
HONORABLE MENTION: SONIC 2 (GEN & SNES)

## WORST GAME

SKID: ALL THE GAMES  
BRODY: ALL THE GAMES  
TOM SLICK: ALL THE GAMES  
THE ENQUIRER: ALL THE GAMES  
DISHONORABLE MENTION: GUNFORCE (SNES)



## BEST IMPORT GAME

SKID: LANDSTALKER (MD)  
BRODY: PARODIQUUS (SF)  
TOM SLICK: LANDSTALKER (MD)  
THE ENQUIRER: FINAL FANTASY V (SF)  
HONORABLE MENTION: LUNAR (MEGA CD)

## BEST MUSIC IMPORT GAME

SKID: LUNAR & FHEY ARIA (TIE) (MEGA CD)  
BRODY: NOBUNAGA'S NINJA FORCE (MEGA CD)  
TOM SLICK: NOBUNAGA'S NINJA FORCE (MEGA CD)  
THE ENQUIRER: FINAL FANTASY V (SF)  
HONORABLE MENTION: VILGUST (SF)

# HANDS ON PORTABLES

BY Hands on Harry

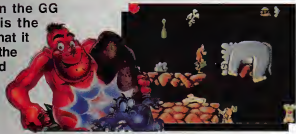
This month we're going to concentrate on the Game Gear. This once tired hand held has had a consecutive run of good titles lately with more on the horizon, and our ace international correspondent, Kei Kuboki, got a look at *Shining Force* for the Game Gear while in Japan at the Sega World Show, and tells us that it compares to even the 16 bit version. Could there be an upgrade for the Game Gear in the near future? I wouldn't be surprised. It seems Sega's got quite a few tricks up their sleeves lately. Let's hope this run of good games continues. Harry starts to wig when no good games come out, so we'll be bringing him to the CES to check out all the newest hand held games for the next month's Hands On ...

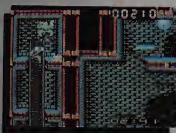


*Streets of Rage* comes to the Game Gear and believe it or not it's a pretty faithful translation of the Genesis version. The only drawbacks we found were the absence of the police car power-up and the option of picking Adam. They did, however, manage to squeeze in the Yuzo tunes, Axel and Blaze's trademark moves, and even a scroll or two! This version also features all of the colors and background scenery that made the Genesis version such a hit. Another great feature is the 2 player link-up option. Definitely recommended.



The only thing missing in the GG version of *Chuck Rock* is the background. Other than that it has all the look and feel of the original, and a password feature. A definite must for Chuck Fans!





Here's another great new game for the Game Gear. Acclaim has managed to keep this pretty faithful to the Genesis version, they even managed to throw in a scroll. Harry says he takes this one on long journeys so it must be hard. Good stuff!

A lot of the review staff at Game Fan Feel that this version of Prince of Persia is better than the Sega CD version

With smooth animation and great control, all that's missing is the music. For a Game Gear game this is a real masterpiece. Harry says he'd put it up against any version (except for the SNES), so it must be incredible. What ever you do, don't miss it!



Are you looking for some pumpatude for your Game Gear? If you are, buy this Terminator game or I will pummel you like a girlie man into little pieces. Not even your best friend will be able to find you. Seriously, Terminator looks awesome for the Game Gear. So take Arnie's advice. It's coming soon!



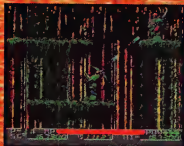
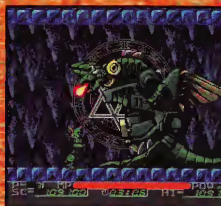
The 2nd ever 4 meg GG game, Defender's of the Oasis, is sure to be the best RPG ever for a hand held system. Let's hope they bring out more 4 meg's in the future. We'll give you our review in next month's Hands On.



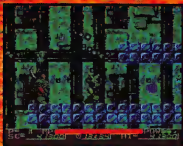
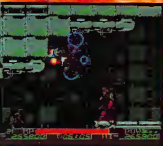
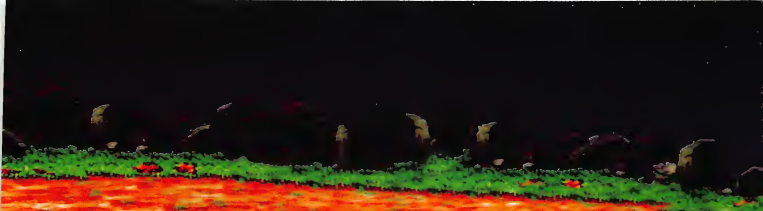
# THE GRAVEYARD

## グラザート GRANZÖRT

Welcome to a very special Graveyard, as we bid farewell to an awesome system that, very unfortunately, never got the support it deserved ... the Super Grafx. I still think to this day that if this system would have been released here with the Super CD add on, Nintendo would be right in the hunt. But, for some strange (very strange) reason, it got put on the back burner and was recently deemed extinct. During its short run, we saw six games: Battle Ace, Granzört, Grand Prix, Strider, and 1941, Darius Plus, and Alldynes. Left on the programming table were Strider and Galaxy Force II. The Super Grafx had two 16 bit graphics chips (instead of the PC Engine's one), giving it the power (even with the 8 bit processor) to do some remarkable good games; two of which are pictured here, we'll get to the rest in future issues.



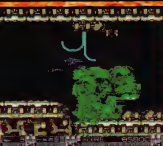
Still the best action game ever released on an NEC system, Granzört allows your cyborg to morph into three forms. Granzört featured multi-layered scrolling, great color and detail, and a great challenge. It is still one of my favorite games.



**WILL WE SEE GRANZÖRT ON ANY OTHER SYSTEM?**



Aldynes to this day rivals any 16 bit shooter on the market with awesome spinning power-ups, lots of scrolling, huge on-flickering mechanized bosses, lots of long levels, and an attention to detail seldom found in side scroll shooters even now. If they're smart, they'll release it on the Duo so everyone can experience it, and while they're at it, they can give us Granzört too ... You never know. See you next month in the Graveyard.

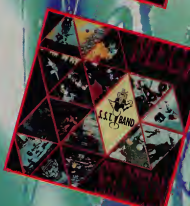
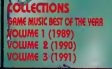
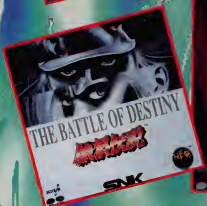


# GAME CD MUSIC



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# OTHER STUFF

If you don't read anything else

**READ THIS!**

We have so much to tell you this month, I don't know where to start. How about some CD news? Check this out:

The new **Panasonic 32 bit system** known as the 3DO or SMSG may change the shape of gaming as we know it. The system can do perfect texture mapped polygons, has unlimited sprite capability, can display 32,000 colors per sprite, and can display 16,800,000 colors simultaneously. It can also scale, rotate, distort, and flip an object, runs at 2 times the speed of normal CD systems, has 2 megabytes of video buffer RAM, and has 3D sound. This new system uses an ARM chip (a 32bit RISC processor running at 25megahertz), and also has two additional custom chips just to handle sprites. Now let me tell you what all this means. Imagine 750 Ryu's on one screen scaling in and out at will! This monster can do it! Look for this system to debut at the January CES where we will be standing filming it to show you in the next issue). This new system should retail at around \$700 with games coming in at \$50 to \$100. So far Electronic Arts and Lucas Arts have been signed, although most every major 3rd party company has shown an interest. Games announced so far are John Madden '94 (in which you control what looks like a real football game), and Jurassic Park (Lucas Arts is on location filming for the movie). We'll bring you all the sights and sounds of this next month ...

**Other news...**

Sony is making **SNK's CD** for the NEO GEO, yes it's true and it's official. As far as the Nintendo CD is concerned, the newest news is that it will use Phillips 32bit RISC (Reduced Instruction Set Computing) processor which is capable of doing games similar to Virtual Racing and Galaxian 3) and will have an extra SFX chip. Although, it will most likely not be available until '94 ... *No worries.*

Nintendo will keep us on the cutting edge with incredible games using the SFX chip like **Starfox** with 100% polygon scaling found only in the arcades until now. Nintendo's second SFX game will be **Super Hero Ranging**, a two player split screen racing game similar to F-Zero.

So what about Sega? Get this, Game arts new 3D fractal shooter **Silpheed** is rumored to be far superior to Nintendo's SFX game Starfox, not only rivaling but surpassing arcade games.

Also in the news overseas, the announcement of **Street Fighter II Champion Edition** for the Mega CD has been made official. Other new games announced for Mega CD are: **Real fighters** (Sega's answer to SF2, which has the new 6 button controller, has tons of characters and great animation sequences), **Thunder Force V** by Taito (which will feature scaling and rotation, more levels, and a CD soundtrack.), **Mortal Kombat**, **Escape from Camp Deadly** from Acclaim, **Ultimate Page Warrior** (working title, a one on one fighting game with DC and Marvel comic characters), and **Ninja Warriors** from Taito.

For the PC Engine in Japan (our Turbo Grafx), Hudson has officially announces a **20 meg Fighting Street 2** which should be available early next year.

As for that wasn't enough, here's just some of what we'll be bringing you next month:  
For Sega CD: **Chakan**, **Sonic CD**, **Golden Axe 3**, **Sherlock Holmes**, **Star Trek The Next Generation**, **Final Fight**, **Ports Pack CD** (5 in 1), **Young Indy**, **Ecco**, **Loony Tunes**, **Adventures of Dark Water**, **Shadow of the Beast**, **Indale**, **Eternal Champions**, and the **Light Harp** (A device which allows your body movements to manipulate on screen characters).

For Nintendo: The 8meg **Súper Empire Strikes Back**, 12meg **Total Carnage**, 16meg **Mortal Kombat**, and of course **Starfox**. Plus many more!

It looks like '93 is going to be a banner year in video games as our favorite pastime goes CD. There's one thing for sure, you can count on Game Fan to be right there when it happens. Whether in the U.S. or Japan, someone from Game Fan will always be there to bring you the latest FACTS each month in Other Stuff ...

Final Fight 2 by Capcom, for the Super Famicom will feature 2 player simultaneous play, all 3 characters, and all new levels.

Mega Man is making his way to the Super Famicom and SNES look for it around the first quarter of '93.

Sunsoft has announced that they will be bringing out the popular arcade/NEO GEO fighting game World Heroes for the SNES!

A 16meg version of Art of Fighting is in development for the Super Famicom with added levels not found in the arcade?



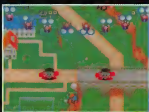
Art of Fighting arcade screen



What you're looking at could very well be the best Genesis game so far ... Spot! Look for more next month.



Jaleco's entry into the fighting game market Dead Dance will be 16meg and should be out in Japan in the first quarter of '93.



Konami's third shooter for the Super Famicom will be the popular (in Japan) Twin Bee. A two player simultaneous over head shooter that allows you to punch as well as shoot the enemy.



Contrary to what you may have heard elsewhere, sources at Renovation have informed us that Time Gal is not be coming to America.

Our ace international correspondent Kei Kuboki is in Japan for the Sega World show. Here's what he's found out so far:

We were shown a new shooter (on cartridge) that features incredible scaling a line scrolls with an amazing 128 colors on screen! (double the amount the system is capable of) Kei tells us it looks better than anything he's seen, even CD. We'll have photos next month! And for Mega CD Power Drift is coming incredible. The programmers are taking their time but we guarantee you it'll worth the wait. Other new Sega games (on cartridge) include: Snow Brothers, Deep Scanners, Beat Force, and Fantasy Star IV. New games announced Mega CD include: Illusion City, Splatter House 3, and Rolling Thunder 3.

This information came in before Kei even attended the Sega World show. We'll be bringing you all this and even more (including a big announcement from Wolfteam) in our next issue ... Don't miss it!

Here's just a few of SNK's '93 lineup. We'll bring you the rest (and a full report of course) in our up coming CES issue.

The 100+Meg action RPG Crystalis will be out by this summer. scheduled for March is Super Side Kicks by SNK. Also, look for Art of Fighting 2 Champion Edition, two Football games (one by SNK and one by Alpha Denshi), a new Basketball game by Alpha Denshi, and support from 12 third party companies for '93. One of the most exciting new games is World Heroes 2 which will be the first fighting game where you can link up two NEO GEO's for 4 on 2 fighting (see diagram on right) there are three planes of playing field and you will be able to throw fireballs into and across the screen, this game will be around 150meg and should be out by June. Stay tuned for more NEO GEO info in next month's other stuff...

## SUPER SIDE KICKS

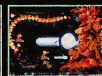




Here it is, the first SFX game for the SNES. Even though these screen shots are early, we get the message. The SNES can now scale polygons with ease. Our sources tell us this game plays like a dream. Look for more on this incredible Nintendo game in next month's issue.



Irem's R-Type Leo is out in arcades across Japan and you know what that means, it will most likely show up on the Super Famicom next year.



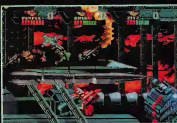
Check it out! One on one fighting hologram style. Brought to you by the masters at Sega. If you can get use to the delay time, this is one cool game



Coming this February to an arcade near you is Capcom's SFII Turbo Hyper Edition. Why play the cheap copies? Save your money for the real thing. This version will feature new moves including Dhalsim's teleportation, not found in the CHEAP imitations. Wait, it's worth it!



The 100-meg Fatal Fury 2 is on it's way to the arcades and your living rooms in January '93. We got a brief look at this incredible sequel and it looks like we're in for one incredible fighting game. Have they finally done it?



Check out these awesome new shots of the battletoads coin-op game. Look for it at your neighborhood arcade sometime around the first quarter of '93.

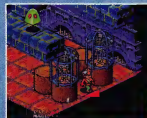
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TINY TOONS (GEN)



BATMAN RETURNS (SEGA CD)

## SUPER NES

Prince of Persia  
Radio Flyer  
Valis IV  
Utopia  
Cool World  
Sim Earth  
Bebe's Kids  
Tiny Toons  
Harley's Adventure  
Revenge of the Joker  
Kawasaki Challenge  
Uncharted Waters  
Batman Returns  
Dragon's Lair  
King Arthur  
Death Valley Rally  
On the Ball  
NHLPA Hockey  
Tom & Jerry

Chester Cheetah  
Super Strike Eagle  
Gunforce  
Splndizzy  
Firepower 2000  
Wing Commander  
Cal Ripken  
Pushover  
GODS  
Spiderman & X-Men  
Pur Quarterback  
Chuck Rock  
Equinox

Super Star Wars  
Super Goal  
NBA Allstars  
Cybernator  
Out of this World  
Super High Impact

## SUPER FAMICOM

Elfaria  
Elindar  
Fatal Fury  
Gunforce  
SD Battle Soccer  
Ranma 1/2 part 2  
Exhaust Heat 2  
Combatribes  
Rushing Beat Ran  
Final Fantasy V

## GENESIS

Tyrants  
Dolphin  
PGA 2  
Breach  
Chakan  
Tailspin  
Road Riot  
Strider 2  
Outlander  
Flintstones  
Lightning Force  
Toxic Crusaders  
Double Dragon III  
Roger Clemens  
T2 Judgement Day  
Sorcerer Kingdom  
Power Monger  
Chest Cheetah  
Bio Hazzard Battle  
Captain America  
World of Illusion  
Metal Fangs  
Super Battletank  
Super WWF  
Shadow of the Beast 2  
Global Gladiators  
All Boxing  
Risky Woods  
Lotus Turbo Chal.  
Ind-Jones Lst. Crsd  
Batman Returns  
Road Rash II  
EX-Mutants  
Hit the Ice  
Turtles  
Sunset Riders  
Humans

## MEGA DRIVE

G-Loc  
GODS  
Shinobi 2  
Metal Fang  
Majin Saga  
Power Athlete  
Junker's High  
Double Dragon  
Shinobi 2  
Shining Force

## SEGA CD

Batman Returns  
Montana NFL  
Night Trap  
Hook  
Terminator  
Wonderdog  
Rise of the Dragon  
Chuck Rock  
Monkey Island  
Willy Beamish  
Wolfchild  
Dungeon Master  
Sewer Shark

## MEGA CD

Annette Again  
Road Blasters  
Final Fight  
Afterburner 3  
Time Gal  
Nobunaga & His Ninja Force

## TURBO GRAFX

Shock Man  
Hit the Ice  
Air Zonk  
Dead Moon  
Samurai Ghost  
Soldier Blade  
Forgotten Worlds  
Shapeshifter  
Prince of Persia  
Camp California  
Dragon Slayer  
Loom  
Shadow of the Beast



ROAD RUNNER (SNE)



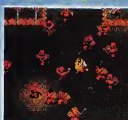
MAJIN SAGA (MD)

## PC DUO

Ranma 1/2  
Gain Ground  
Snatcher  
Cocoron  
Image Fight 2  
Gradius 2  
Snow Brothers  
monster Maker  
Super Darius 2  
Dragon Slayer 2  
Moto Rotor MC  
Bonanza Brothers



GRADIUS 2 (PC-SC)



GAIN GROUND (PC-S)



COTTON (PC-SCD)



STREETS OF RAGE 2 (GEN)

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TURTLES (GEN)



ANNETTE AGAIN (MEGA CD)



ART OF FIGHTING (NEO)

# THE POSTMEISTER

**Hey you! I'm the Postmeister here to answer all your questions, no matter what you want to ask me, ask! I've got the answer! So write me a letter or i'll come to your house and steal your mail ... cuz I'm CrAZy!!**

Dear Game Fan,

Your mag is totally awesome! It's the only time somebody gave some quality space to SEGA, TURBO, and NEO GEO. And your editing is done great! It's like having a good friend tell you what's really good and what's not. My only question is, why isn't your mag thicker? (MORE!)

Hammonds  
Brunswick, N.J.

Postmeister:

Thank you for your complements, I'm glad that gamers out there are noticing the hard work we put in. As for our thickness, since we're a new magazine, we don't yet have the advertising other magazines have (that's what makes us so thick), but I can assure you as we do run more advertisements, we will go up substantially and continue to bring you as much on 2 pages as most give you on 6 (or more). Since we only cover the best, you can look forward to pages 2 and 4 page spreads on the hottest games. Thanks for the letter Don.

Dear Game Fan,

Great mail! Love the screen shots! I see you guys are the most progressive out there, I have a few questions for you. (1) Is this Street Fighter 2 for Turbo Grafx a myth? And (2) have you heard of big meg cards for TG16 (8-12 meg) but have yet to see them. What's the deal? (up it up!)

Sincerely,  
Keith Daniels  
Madison, CA.

Postmeister:

Dear Keith, as you'll read in this month's "Other Stuff", SF2 (or Fighting Street 2) has been officially announced for the PC Engine and Turbo, and will be a WHOPPING 20 meg card. As for any more high meg cards one is ready out in Japan. Parodius (8 meg), otherwise, none have been announced officially, though there are rumors of an 8 to 10 meg card. We are in constant contact with Hudson in Japan and in America. So we'll keep you up to date on any further developments.

Dear Game Fan staff,

Game Fan is fantastic! It's about time a group of dedicated game enthusiasts put together a hard core mag that sticks to the issues concerning the general game playing public. We want pictures, release dates, honest reviews, originality, humour, and a few surprises to keep us guessing. You deliver on all counts. The best thing is that I'm sure you'll strive to improve issue after issue. I can't wait to see what is to be added to your already killer format.

Cord Smith  
Durham, N.C.

Postmeister:

Thanks alot for the complements. I'm glad the fact that we're all game players is apparent in our approach, alot of thought goes into every issue. As for getting better and better, you will not believe some of the surprises we have in store for our readers! In the month's to come look for more coverage on all the hottest games, along with some truly revolutionary features only Game Fan can deliver. Stay cool, and keep playing! I know I will (cuz I'm CrAZy!)

Dear G.F.

I was very impressed with your first issue, it is incredible. You gave pics and info on games where the big boys have only mentioned names. You all got me so over excited when you said that Acclaim is doing Mortal Kombat for the Sega Cd. Other things I would like to complement you on is that you are the only mag that

treats the NEO GEO with respect. Also, I love the way you review games. It's better than the other mag's game review system. I now have a question. I saw in another mag a 32 bit system called the "Super Gun" from a company in Canada that uses the IC boards from the arcades. How about some info and pics on this system? All I have to say now is "Good job on your first issue" and I'm sure in the month's to come you'll be thrown the big boys, and you will be hearing from me alot. (now a loyal reader)

Kevon Manuel  
Brooklyn, N.Y.

Postmeister:

Dear Kevon, It's nice to have another gamer on board as a faithful reader. Now let me tell you a little bit about this so called 32 bit system. The Super Gun is nothing more than a wiring harness, power supply, and a RGB to composite converter, and since most arcade games are 16 bit anyway, there's no way this is a 32 bit system. Not only that, but the ones that I've seen are cheaply built and only work with JAMMA boards (if they work at all). So be careful, and try to stick with the big names. With today's new systems, future games may surpass the arcades!

Remember, the Postmeister loves hearing from all you gamers out there. We've got him locked up in a room out back, so that's all he has to do! So keep them coming, we don't want him to get bored and escape! Cuz he's CrAZy!

see ya' next month!

THE POSTMEISTER



# THE SCHEDULE

## GENESIS DEC.

Amazing Tennis	Spt.	Absolute
Superman	Act.	Sunsoft
Mad Max 99 Champion	Spt.	E.A.
Risky Woods	Act.	E.A.
Little Mermaid	Act.	Sega
Outlander	Act./Drv.	Mindscape
Tecmo Soccer	Spt.	Atlus
Indiana Jones Last Crusade	Spt.	U.S. Gold
Leaderboard Golf	Spt.	U.S. Gold
Tails Pin	Act.	Sega
World of Illusion	Act.	Sega
Cal Ripkin	Spt.	Mindscape
Terminator 2	Act.	Flying Edge
Streets of Rage 2	Act.	Sega
Street Riders	Act.	Konami
Lightning Force	Drv.	Camerica
Micro Machines	Drv.	E.A.
Lotus Turbo Challenge	Drv.	Tengen
Road Riot	Drv.	Tengen
Pro Quarterback	Spt.	Tradewest
Esco	Rpg./Act.	Sega
Andre Agassi	Spt.	T.B.A.
Road Rash 2	Drv./Act.	E.A.
Deadly Moves	Ftg.	Flying Edge
Hit The Ice	Spt./Act.	Taito
Chakan	Act.	Sega
Double Dragon 3	Act.	Flying Edge
Roger Clemens	Spt.	Flying Edge
George Foreman	Fgt.	Flying Edge
American Gladiators	Act.	Gametek
Ex Mutants	Act.	Sega

## JAN.

Humans	Pzl.	Gametek
Jeopardy	Ent.	Gametek
All Boxing	Fgt.	Virgin
Sorcerer Kingdom	Rpg.	E.A.
Power Monks	Stg.	E.A.
Holla to the Rescue	Act.	E.A.
Tyrants	Stg.	Virgin

Batman Rev of Joker	Act.	Sunsoft
Pga Golf 2	Spt.	Sega
James Bond 007	Act.	Tengen
Paperboy 2	Act.	Tengen
Sylvester & Tweety	Act.	Sega
Breach	Stg.	Trecco

## SEGA CD DEC.

Kris Kross	Ent.	Sony
Witchchild	Act.	JVC
Monkey Island	Rpg.	JVC
Jaguar XJ2000	Drv.	JVC
Dungeon Master	Rpg.	JVC
C&C Music Factory	Ent.	Sony
Batman Returns	Act.	Sega
MXVS	Ent.	Sega

## JAN.

Willy Beamish	Rpg./Adv.	Shirra
Joe Montana	Spt.	Sega
Rise of the Dragon	Rpg.	Sega

## SUPER NES DEC.

Firepower 2000	Str.	Sunsoft
Push Over	Pzl.	Ocean
Jeopardy	Ent.	Gametek
Chester Cheeth	Act.	Kaneko
Power Moves	Ftg.	Kaneko
NBA Allstars	Spt.	LJN
Pro Quarterback	Spt.	Tradewest
Cal Ripkin	Spt.	Mindscape
Gods	Act.	Mindscape
Equinox	Act./Adv.	Sony
Super Gash	Spt.	Jaleco
Gomire	Stg.	Koei

Cybernator	Act./Str.	Konami
Super High Impact	Spt.	Acclaim
Pussley's Scavenger Hunt	Act.	Ocean
Tom & Jerry	Act.	High Tech Expressions
Valis IV	Act.	Atlus
Spin Dizzy Worlds	Pzl.	ASCA
Ho Pro Am II	Drv.	Tradewest

## JAN.

Super Metal Jack	Act.	Atlus
Harley's Humongous Adv.	Act.	E.A.
Carmen Sandiego Time	Edu.	E.A.
Carmen Sandiego World	Edu.	E.A.
Letal Weapon 3	Act.	Ocean
Kawasaki Challenge	Drv.	Gametek
Uncharted Waters	Rpg.	Koei
Sam Earth	Stg.	Fci
Bob's Kids	Act.	Am
Batman Returns	Ftg.	Konami
Tiny Toons	Act.	Konami
Dungeon Master	Rpg.	JVC
Nero Biz	Stg.	Koei

## NEO GEO DEC./JAN.

Viewpoint	Str.	Am Sammy
Sengoku 2	Fgt.	SNK

## TURBO GRAFX DEC./JAN.

Loom (SCD)	Rpg.	TTI
Forgotten Worlds (SCD)	Str.	Nec
Prince of Persia (SCD)	Act.	Hudson
Hit The Ice	Spt.	Taito
Chase HQ	Drv.	TTI
Summer Assault	Stg.	TTI
Time Cruise	Ent.	TTI
Samurai Ghost	Act.	TTI
Shock Man	Act.	TTI
Dragon Slayer (SCD)	Act.	TTI
Shadow of the Beast (SCD)	Act.	TTI

## LYNX DEC.

Vindicators	Str.	Atari
Rolling Thunder	Act.	Atari
Cabal	Act./Str.	Atari
Pit Fighter	Fgt.	Atari
Raiden	Stg.	Atari
Double Dragon	Fgt.	Telegames
Lemmings	Pzl.	Atari
Jimmy Connor's	Spt.	Atari
Dracula	Rpg.	Atari
Battle Zone 2000	Act.	Atari
Oino Olympics	Spt.	Atari
Ninja Nord	Act.	Atari
Ninja Gaiden 3	Act.	Atari
Asteroids		
Missile Command	Str.	Atari

## GAME GEAR DEC.

Humans	Pzl.	Gametek
Terminator	Act.	Virgin
Alien 3	Act.	Arena
Wheel of Fortune	Ent.	Gametek
Streets of Rage	Act.	Sega
The Majors Pro B8	Spt.	Sega
Home Alone	Act.	Sega
Net of the Oasis	Rpg.	Sega
Chakan	Act.	Sega
Double Dragon	Act.	Virgin
David Robinson	Spt.	Sega
Tails Pin	Act.	Sega
Prince of Persia	Act.	Tengen

Act.	Action	Pzl.	Puzzle
Str.	Shooter	Sim.	Simulation
Drv.	Driving	Ent.	Entertainment
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Rpg.	Role Playing	Stg.	Strategy
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Age \_\_\_\_\_  
System(s) owned \_\_\_\_\_  
How many games do you buy per year? \_\_\_\_\_

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